DIFFERENT WORLDS

THE MAGAZINE OF GAME ROLE-PLAYING

OCT/NOV 1979
ISSUE 5
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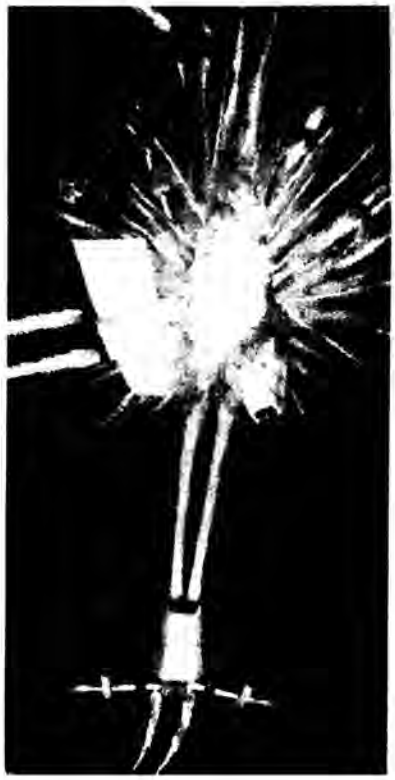

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PLEASE NOTE: THE 4TH EDITION OF T&T IS OUT OF PRINT AND IS NO LONGER AVAILABLE

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EDITORIAL

60 MINUTES

Role-playing has been in the news more and more recently. Although one of the sources of our notoriety borders on the edge of scandalous, our pastime is only now being recognized as more than an activity of few cultish fans but a growing number of dedicated gamers and hobbyists. The Role-Playing Game hasn't come of age yet but it is making a ripple through the pages of mainstream journalism. *Different Worlds* will monitor how much press we are getting and the reactions of the members of the fourth estate. We would like to solicit the aid of our readers. If you see an article pertaining to our hobby, please send it to us. Make sure you give the name of the publication, publication date, and page number (we'll need to know them to get permission if we decided to reprint it). Journalism is history's first draft. Help us write the second.

REVIEWS REVIEWS REVIEWS

A question has been raised, "Why are most game reviews favorable?" There is a simple answer, though not the only one. In-depth reviews require one to spend a goodly amount of time playing the game. Why would anyone spend a whole lot of time playing a game they didn't like? Ergo, most reviewers write on games they like and enjoy. This situation need not be so. We would like to invite you to submit reviews of products that you have more than a passing familiarity with. Games, scenarios, and aids need more than the cursory description given in our "Quick Plugs" column. There is a veritable plethora of new items being published by companies in the hobby. It's difficult enough just keeping track of the more popular and important items. Help! Write your review today and mail it tomorrow. Help us help others. Many thanks in advance.

Happy gaming,

Tadashi Ehara

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Tadashi Ehara editor. Lynn Willis, Steve Perrin, Greg Stafford, John T. Sapienza associate editors. Charles Krank, Rudy Kraft contributing editors.

QUICK PLUGS

THE JOURNAL OF THE TRAVELLER'S AID SOCIETY 1

First issue of a new magazine published by Game Designers Workshop to promote their line of SF games and especially *Traveller*. Regular features will include *Traveller* scenarios, official rules additions/expansions, more equipments and creatures. 32 pages, digest sized, it is published quarterly with subscriptions for $7, individual issue $2, from The Journal, Box 432, Normal, IL 61761. Edited by Loren Wiseman.

GANGSTER!

An RPG covering syndicates, federal agencies, police, cirminal activities, police technology, criminal skills, weapons of all sorts, police techniques, profitability of crimes, corruption of officials, terrorists, police special units, forensic sciences, the FBI and its laboratories, SWAT teams, and inter-gang conflicts. Comes boxed with two full sized rulebooks, 66 pages total, illustrated with photos. There is a very good section on the basic laws of the land, definitions of crimes in legal terms, and the usual penalties that are given for proven guilt in connection with these crimes. Covers the period from 1900 to the present. Available from Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576 for $10 postpaid. Designed by Nick Marinacci and Pete Petrone.

BROKEN TREE INN

This is a *RQ* scenario not officially set in the world of Glorantha. With over 75 monster descriptions, there are three suggested scenarios, special encounter tables, and special notes. Full sized, 48 pages, it is designed by Rudy Kraft. Available from the Judges Guild, 1165 N University, Decatur, IL 62526, for $4 postpaid.

THE DECK OF MANY THINGS 40

This is the journal of the Metro Detroit Gamers. Published monthly, single copies are available for 25 cents, 10 issue sub for $2. Digest sized, it is 12 pages of goings on in the Detroit area. There are announcements, a calendar of events, meeting notes, convention reports, gaming news, and an occasional article or two. Invaluable to open gamers in the area, edited by Mike Bartnikowski, it is available from the The Deck of Many Things, 943 Stewart, Lincoln Pk, MI 48146. Make checks payable to Mike Bartnikowski.

CULTS OF PRAX

The long awaited compendium of 15 cult descriptions, this is a full sized, 112 page book. This major *RQ* sourcepack contains much of the color needed to run a Gloranthan based campaign in the Plaines of Prax. In addition, there are notes on the Gloranthan calendar, a sample cult, passages from the travels of Biturian Varosh. The cult descriptions have mythos and history, organization, membership, new spells, associate cults, etc. Written by Steve Perrin and Greg Stafford, it is available from the Chaosium, PO Box 6302, Albany, CA 94706, for $11.95 postpaid, Calif. residents add appropriate 6% or 6½% sales tax.

BEST OF THE DRAGON

A collection of reprints of past articles on RPGs from the first issue of *The Strategic Review* to *The Dragon 14*. It is an 80 page, full sized book edited by Tim Kask. Contains over 40 articles. Available for $3 plus $1 for postage and handling from TSR Periodicals, PO Box 110, Lk Geneva, WI 53147.

ARDEN

This is a GM's aid for *C&S* giving descriptions for a complete kingdom. This 48 page, full sized book comes with 24 8½"x11" maps that connect together, along with a 8½"x11" plastic hex overlay. Descriptions include historical background, current political situation, military forces, religion, and summary of major lords and barons of the realm. Designed by Edward E. Simbalist, it is available from Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576, for $8.50 postpaid.

MORAVIAN DYNASTY 23

This is a small digest sized, 16 page, monthly journal of F&SF gaming, Diplomacy, etc. This issue has notes on the Thief character class, a Diplomacy variant, new monsters, and reviews. Subs are 3 for $1, 12 for $3.50. Make checks payable to Robert Goldman, 200 Old Army Rd, Scarsdale, NY 10583.

THE TRIBES OF CRANE GAMERS NEWSLETTER 3

This monthly newsletter for players of the play-by-mail game contains rules explanations, descriptions of tribes, player notices, some historical notes, rumors, and other interesting features. Available from Schubel & Son, PO Box 214848, Sacramento, CA 95821.

TUNNELS & TROLLS

This is the fifth edition of the second set of role-playing rules to ever appear. This edition is 96 pages, full sized. Designed by Ken St. Andre and published by Flying Buffalo, PO Box 1467, Scottsdale, AZ 85252, it is available for $8 plus 50 cents for postage and handling.

RUNEQUEST

Unavailable for some time, this second edition is 128 pages full sized. It is completely reset and now includes additional character sheets for monsters. Designed by Steve Perrin, Ray Turney, Steve Henderson, and Warren James, it is available from the Chaosium, PO Box 6302, Albany, CA for $11.95, postpaid, Calif. residents add 6% or 6½% sales tax.

CHEADER'S DIGEST 11

This 30 page digest sized journal is the lampoon of wargaming magazines. This issue contains articles and reviews of some interest to RPGers. Usually boardgame oriented. Single issue for $1, subs are 4 for $3, from Games by Mail, 4 Bradbrook Rd (Nr. 6), Toronto, Ontario, Canada M8Z 5V3. Edited by Andrew Webber.

SAURIANS

This is an extensive rules expansion on the use of dinosaurs in *C&S*. There are rules on flyers, armored dinosaurs, dragonlords, social organization, with extensive charts and tables. Full sized, 176 pages, written by Wes Ives and Edward E. Simbalist, it is available from Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576, for $12.50 postpaid.

ADVANCED D&D DUNGEON MASTERS GUIDE

This long awaited special reference work is a 232 page full sized hard bound book. Sections include rules on aging, alignment, hirelings, henchmen, adventures, construction and siege, magical research, along with the usual rules on creating characters, combat, classes, magic, etc. By Gary Gygax, published by TSR Games, it is available from retailers at $15.95.

WARLOCK'S TOWER

This is a major supplement to *The Complete Warlock*. Rules include non-human character notes, special saving throws, strongholds, advanced magic rules, writing scrolls, poison, and intelligent weapons. Credit goes to Kenneth M. Dahl, Mike Lowery, Pat Shea, and Nick Smith. Available from Balboa Game Co., 630 W Willow Ave, Long Bch, CA 90806, for $9 postpaid, Calif. residents add 6% sales tax. It is an 80 page full sized book.

THE COURIER 1

The premier issue of this new miniature wargaming magazine contains articles on Zulu firepower, battle of Leipzig, uniforms of the Swedish Army, 1757-1762, among others. It is full sized and 48 pages. Edited by Richard L. Bryant, it is published bi-monthly. Single copy price is $1.75, six issue sub for $9 from The Courier, 45 Willow St, Brockton, MA 02401.

SPACEFARERS GUIDE TO ALIEN MONSTERS

Designed to be used with *Traveller* or *Space Patrol*, this is a collection of 350 SF monsters. It also includes encounter tables and notes on how to use these monster descriptions. It is a full sized, 64 page book written by Ed Lipsett. Published by Phoenix Games, 12180 Nebel St, Rockville, MD 20852, it is availabe at your local hobby store for $7.95.

REVIEW

ARDUIN

for the masses

by Mike Gunderloy

The Arduin Trilogy is Dave Hargrave's masterwork of rules additions for fantasy role-playing games. It consists of three volumes, respectively titled *The Arduin Grimoire, Welcome to Skull Tower,* and *The Runes of Doom.* In addition, Dave has just released a dungeon called *Caliban* to be used with his rules. The rulebooks are 8½"x5½" and contain about 100 pages of rules each. They are well printed and well bound, and include art by Errol Otis, Greg Espinoza, and Morno. In fact, this is the best collection of artwork in any set of FRP rules that I know of, and the trilogy is worth buying just to look at the pictures. *Caliban* is an 8½"x11" book of rules, 25 pages long, housed in a zip-lock bag along with a set of 16 cards depicting new monsters and treasures encountered in the dungeon. All of these may be ordered from Grimoire Games, PO Box 4363, Berkeley, CA 94704. Volumes are available for $9 each and *Caliban* is available for $6.50 (prices include postage, California residents add 6% sales tax).

The Arduin Trilogy is not *D&D*, nor is it a second-generation game, but rather it is a rules supplement designed to be used in conjunction with *D&D* or other FRP games. It depends on another set of rules mechanics for its basic foundation, but expands and changes almost every facet of the game. This is a hybrid game.

This hybrid is not for everyone. It reflects Dave's style of gaming, and the trilogy will not be of much use to you unless you like this style. The attitude which Dave and I share towards FRP is that it is an endless vista, always having more room for expansion and further adventure. The rules in *The Arduin Trilogy* are designed to expand the horizons of FRP with bigger monsters, more dangers, and larger rewards for those intrepid souls who dare to face that danger.

This is not to say that Dave is a Monte Hall giveaway type of GM. One look at his experience guidelines (yes, he's even revised the experience system) will convince you of that. For example, killing something three times your size earns you a whopping 325 EP.

There are a number of broad categories which the rules in *The Arduin Trilogy* fall into, and I will attempt to discuss the major divisions of rules at greater length below.

The trilogy features a large number of character classes. These range from rewrites of familiar classes (the Paladin), to expansions of ones barely mentioned in the original *D&D* rules (the Sage) to totally new ones (the Rune Weaver). On the whole, these classes are well playbalanced, each with its own advantages and drawbacks. Some of the explanations are not

entirely complete, such as the one given for Ninja, but this should serve mainly to encourage some thought on the part of the original GM, rather than a slavish use of the rules because they are the rules. A few of the classes require that you use Dave's Mana Point spell system, being not very adaptable to Vancian or Klutz Factor magic–the Rune Weaver is a good example, having the ability to put extra Mana Points into spells to increase their potency.

To enable one to use the Arduin Magick system, there are a fair number of new rules and clarifications on just how Magick works in Arduin. One of my main complaints has to do with the fact that Dave never gives Mana Points costs for the standard spells, thus reducing the effectiveness of this system in worlds that uses other spells than his own as a basis. However, this was only because of copyright laws, and I understand that Dave may yet release his listing of spell costs in toto for amateur publication.

Of course, this brings us to the question of new spells, which Dave has provided in abundance. There are literally hundreds of new Mage, Cleric, and Druid spells in the trilogy. They range from spells that are absurdly weak in most circumstances (Anti-Web Aura, which keeps webs from sticking) to those which are tremendously powerful (the Curse of Tindalos, a 20th level mage spell which would be bad news for almost anyone). The spells are for the most part clearly explained, and with ranges and durations being explicitly given, and will certainly add variety to any game which chooses to use them. Some people may be wary of letting all of these spells out into their world; I would suggest that they preserve the *D&D* list of spells as those generally known and use Dave's as ancient and forgotten lore found only on scrolls and in devices. This will keep these spells under control and add their rich variety to the game without allowing them to totally dominate the original spells.

Others will no doubt be disturbed by some of these spells, thinking them either too silly or unbalanced. I have not found this to be the case when using these spells in my world and in others which allowed them, but for those who do, there is a simple answer: merely eliminate the spells which bother you. Remember, *The Arduin Trilogy* is a set of rules additions, not a definite set of rules, and you are free to pick and choose which ones you want to use.

A large assortment of new treasures is presented, as well as a good set of magical price charts (something which has been lacking in most FRP games). The magical items tend towards the powerful, +5 and up being seen in not a few spots, but used in small numbers will add spice to the game. Dave does not intend these items to be lightly given out; it is his philosophy, which I endorse, that treasures should be fought for.

There are many notes on combat scattered throughout the trilogy, including new rules for old weapons, complete rules for unfamiliar weapons, and tables for such things as critical hits and fumbles. I am not qualified to express an opinion on the historical accuracy (or lack thereof) of these rules. I can say, though, that when these rules are used, the play in the manner in which I like combat to take place: fast-paced and exciting, with plenty of options for all concerned. One warning: be careful with the critical and fumble tables, because they are really vicious. Dave states that they should only be applied once per 100 strikes, and this is still often enough to make them an important addition to the combat system.

Of course there are monsters in the rules–lots and lots of them, as well as new encounter tables including these beasties. Many of these monsters may seem the same after a while, in a manner reminiscent of the unfamiliar monsters in *Empire of the Petal Throne*, perhaps because of their proliferation. Remember, you are free to pick and choose the ones that you want to use in your world, or to use them all if you so desire. The monsters are for the most part very powerful compared to those in *D&D*, but will fit right in a more dangerous universe or as things encountered off the beaten path in a low-level world. Dave does not, unfortunately, make the format of his listings quite compatible with those used by most people; you will have to come up with your own statistics for treasure, as an example. Also, he gives "% liar" for each critter. While this is a useful concept, it is not the same as the "% in lair" which you are probably accustomed to, and this may perhaps be a source of confusion to less experienced GMs.

One of the great neglected facets of most FRP rules is Demon Lore, however, this is so no longer. Dave has fulfilled this need rather extensively, giving rules for summoning and controlling (or not controlling!) Demons, names and descriptions of many Greater and Lesser Demons, and descriptions of the 21 planes of Hell, among other things. Demons are, and should be, fearsome things. Dave's Demons are a last resort to face courageous players with when they have defeated all else. This is the best set of Demon rules that I have seen, far better than some sets published as independent rules supplements.

There are a number of miscellaneous tables scattered throughout the trilogy, dealing with things ranging from rope breakage and reincarnation to Hell Spirals (reminiscent of the Pattern in Amber) and modern firearms. Some of these are more useful than others, but even if you don't like Dave's exact tables, they should give you plenty of ideas for use in your own world.

I have saved what I consider to be the best for last. Dave gives extensive information on a subject oft neglected in FRP rules: the design and detailing of a world. In over 40 pages of

tightly-packed information, Dave lists concrete facts and figures on such subjects as the inns of Arduin, the principle Noble Families and Highwaymen of the realm, places of intrigue and interest, the history of Arduin, details of the calender, and a wealth of other such things. This is not information which I would recommend stealing wholesale for your world, but information to be used as a base for your own individual design. Dave has put many hours of thought into codifying the important details of his world, and by all accounts Arduin is a well thoughtout world indeed. I would suggest, for example, that you draw up your own table of Inns and Roadhouses using Dave's as a guide. It will be hard work, but well worth it in the knowledge that you will gain of the details of your universe. In fact, this is how I utilize much of the material in *The Arduin Trilogy*–not straight from the pages of Dave's rules, but rather tempered and expanded with my own ideas. Used in this manner, *The Arduin Trilogy* can be a source of almost endless inspiration.

The above should not be construed to mean that the trilogy is perfect; no set of rules is anywhere near perfect. There are some glaring ommissions, the largest of which is the lack of organization. Rules relating to a single subject are often in different parts, even different volumes, of the trilogy. Worse, not only are there no cross-references to related sections, there is no index either. This is, I think, the natural result of the growth of Arduin between the writing of the various sections, but I'm afraid that the only cure is to use the rules until you are familiar with them. Some parts may also seem puzzling or obscure, as with other sets of rules. Fortunately, I have always found Dave very willing to answer questions about his rules and to explain the parts which are obscure.

Dave has said that he is done producing rules booklets, but for fans of Arduin, he has started producing mini-dungeons. If the first one, *Caliban*, is any indication, this should be an excellent series indeed. *Caliban* is a three-level dungeon, with ten rooms fully stocked per level. There are also a lot of empty rooms between these for folks who wish to individualize their dungeons. The maps are well done, though the rooms would be a bit difficult to describe to mapmakers. Then again, confusing the mapmaker is all a part of the fun.

Caliban is a vicious place. Dave recommends that only characters of eight level and higher should step inside, and this is perhaps an understated warning. Having read the description of the place, a lot of my characters above eighth level wouldn't want to set foot within 500 miles of the door! Still, for those jaded adventurers who knock off Balrogs with the flick of a sword of Cold, this dungeon should bring back some of the challenge their lives have been missing, along with death and destruction.

Of course, the rewards are high to match the risks. Some might think them a bit too high, and in the context of many worlds they would be right. These things must be considered in their own proper framework, though–remember that the guardians might be using part of the treasure to defend themselves, and all too often a stray lightning bolt can turn the loot into slag.

All in all, I find *Caliban* to be an exciting place to adventure and would recommend it to anyone who wants to see a piece of the Arduin universe. I think that its main fault is that it is a dungeon, with the usual problem of dungeons–there seems to be no clearcut reason why all the monsters haven't already trashed one another. Still, if you suspend your disbelief of this point, as is usually done in *D&D*, it is a fun place to visit–but I surely wouldn't want to live there!

To sum up, I'd say that no referee who has decided to expand his world beyond the confines of the original rules should be without a copy of *The Arduin Trilogy*. I have stolen ideas for my world from such disparate sources as *Empire of the Petal Throne, Traveller,* and *Chivalry and Sorcery*, but none of these had as much to offer as the trilogy does. Buy it, you'll be amply rewarded in the form of ideas and enjoyment.

GAME CONS

November 16-18, 1979 **WINTERCON VIII**
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GAMES TO GOLD

UPDATE

by Rudy Kraft

For those of you who didn't like the looks of any of the companies covered in last issue, we have here a second bunch of companies to consider when submitting your game for publication. In general, these companies are smaller and newer than those covered last issue. Nevertheless, they are, for the most part, worth considering as markets because in the next few years many of these companies will grow much larger and as they grow, so will the sales of your game.

I would like to take this chance to offer some advice on selling your game. If it is at all possible, try to avoid giving up the copyright on your game. Most companies now allow the designer to keep his/her copyright but several larger companies still do not. Be aware that when you sell to one of these companies, you are giving up all rights to your game forever.

The method of payment is also a major concern. Some companies pay designers in one lump sum upon publication while others will pay royalties. All other things being equal, you will probably be better off getting the royalties if you can but it is necessary to consider the total amount of money involved. A lump sum of $500 upon publication may look a lot better to you than smaller royalty checks trickling in over the next 3 or 4 years. On the other hand, if your game is a big seller, you may find that you have shortchanged yourself if you settled for the lump sum. When making the decision, be sure to question the game publisher closely on their sales figures. Then calculate how much money you would expect to make on royalties versus how much they are willing to pay you in a lump sum. One very important figure to find out is the size of that company's automatic shipment (that is, how many of their games are automatically mailed to distributors upon publication). This number will give you a rough idea of the size of your first (and largest) royalty check.

Now on to the companies:

ADVENTURES UNLIMITED

Adventures Unlimited is not presently interested in seeing unsolicited games.

ATTACK WARGAMING

Attack Wargaming will consider almost any type of game. They are also interested in considering RPG aids. They claim sales of 2000 to 5000 copies of each game and their standard royalty rate is in the vicinity of 5% of cover price. Ask around for more information on this company. 314 Edgely Ave, Glenside, PA 19038.

BEARHUG PUBLICATIONS

Bearhug is interested in publishing both board and PRGs although, presently, their emphasis is on boardgames. They will usually sell 500+ copies of each game. PO Box 12, Mission, KS 66201.

DIMENSION SIX

Dimension Six is not presently interested in seeing game submissions.

EON PRODUCTS, INC

Eon is mainly in the market for multiplayer, social type games, particularly those with a SF or fantasy background. They pay royalties of 4-5% of their gross income on a yearly sales of 10,000. 96 Stockton St, Dorchester, MA 02124.

MARSHAL ENTERPRISES

Marshal Enterprises does not publish RPGs. They are a publisher of historical and political boardgames. In particular, they prefer to receive simulations of periods prior to the 20th century. They usually sell 1000 copies of each game and they pay royalties of 6% of the cover price. 825 W Washington St, El Cajon, CA 92020.

NIMROD GAMES

Nimrod is interested in seeing most any game. They are, however, a new company which has so far published only two games and do not yet have a clear indication of how many games they will sell. 556 Green Pl, Woodmere, NY 11598.

OPERATIONAL STUDIES GROUP

OSG is primarily a publisher of boardgames but they will consider RPGs. Their royalty rates are negotiable and they expect sales of 3000+ copies of each game. 1261 Broadway, New York, NY 10001.

WESTEND GAMES

Westend is interested in seeing any sort of adult game which involves strategy. Their standard print run is 2500 games and their royalty rate is 2-3% but is negotiable. PO Box 156, Cedarhurst, NY 11516.

YAQUINTO PUBLICATIONS, INC

Yaquinto wishes to publish both board and RPGs although their emphasis is presently on the boardgames. Before submitting a game to Yaquinto, you should write them to obtain a copy of the Release Statement which they require with all submissions. Yaquinto anticipates first year's sales of 5000 copies as a minimum for each game and will pay a royalty rate of 2%. PO Box 24767, Dallas, TX 75220.

Z AND M ENTERPRISES

Z&M does not publish either role-playing or boardgames. They are primarily a publisher of historical books and miniatures rules. 2425 N 47th St, Milwaukee, WI 53210.

DEVELOPING A CHARACTER'S APPEARANCE

by John Sapienza, Jr.

One of the things I like to do when introducing a character at the beginning of an expedition is to describe the character's appearance. The problem is how to do this when you've just rolled up a new character and haven't the slightest idea what the character looks like. There are sometimes even problems deciding on the character's gender and race. To simplify matters, I developed a system for rolling features of a character.

D6	*Gender*	*D20*	*Race*
1-3	Male	01-12	Human
4-6	Female	13-14	Hobbit
		15-17	Dwarf
		18-19	Elf
		20	Half-Elf (or Exotic)

Then roll 3D6 for Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma, as is normal under the original *D&D* rules. Now roll 3D6 for Size as an additional personal characteristic for determining the character's height, weight, and carrying capacity, and roll 1D20 for body build. (Note that Size, like Strength, is rated beyond the normal 3-18 point range, using the following scale for convenience 18=18 (01-50%), 19=18 (51-75%), 20=18 (76-90%), 21=18 (91-99%), 22=18 (100%), 3=3 (01-50%), 2=3 (51-75%), 1=3 (76-90%), 0=3 (91-99%), -1=3 (100%) in both the height and weight table and the carrying capacity table.) Height is as shown on the table for the character's race and Size, while weight is adjusted according to body build by moving the indicated number of steps over on the table:

1D20	*Body Build*	*Adjustment*
01	Very Light	-2 Steps
02-05	Light	-1 Step
06-15	Medium	No Change
16-19	Heavy	+1 Step
20	Very Heavy	+2 Steps

Race and Gender		*Character's Size*																							
		-1	*0*	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*12*	*13*	*14*	*15*	*16*	*17*	*18*	*19*	*20*	*21*	*22*
Human Male	Ht.	144	147	150	153	156	159	162	165	168	171	174	177	180	183	186	189	192	195	198	201	204	207	210	213
	Wt.	51	53	55	57	59	61	63	65	67	69	71	73	75	77	79	81	83	85	87	89	91	93	95	97
Human Female	Ht.	135	138	141	144	147	150	153	156	159	162	165	168	171	174	177	180	183	186	189	192	195	198	201	204
	Wt.	39	41	43	45	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75	77	79	81	83	85
Half-Elf Male	Ht.	141	144	147	150	153	156	159	162	165	168	171	174	177	180	183	186	189	192	195	198	201	204	207	210
	Wt.	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75	77	79	81	83	85	87	89	91	93
Half-Elf Female	Ht.	132	135	138	141	144	147	150	153	156	159	162	165	168	171	174	177	180	183	186	189	192	195	198	201
	Wt.	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75	77	79	81
Elf Male	Ht.	138	141	144	147	150	153	156	159	162	165	168	171	174	177	180	183	186	189	192	195	198	201	204	207
	Wt.	43	45	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75	77	79	81	83	85	87	89
Elf Female	Ht.	129	132	135	138	141	144	147	150	153	156	159	162	165	168	171	174	177	180	183	186	189	192	195	198
	Wt.	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75	77
Dwarf Male	Ht.	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130
	Wt.	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73
Dwarf Female	Ht.	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
	Wt.	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67
Hobbit Male	Ht.	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100	102	104	106	108	110
	Wt.	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
Hobbit Female	Ht.	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100	102	104
	Wt.	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36

Heights are in cm. Weights are in kg.

Note that these tables are designed for those games in which all the major races roll for Size on 3D6. For *RuneQuest* dwarves, roll 2D6 for Size and read directly on the table, with extensions on the top and bottom end for a range of 1-14 determined by a D100 roll: 01-15, change a "3" to a "1" by shifting two numbers down, or change a "12" to a "14" by shifting two numbers up; 16-45, shift one number; 46-00, no change. This gives slightly shorter dwarves in *RQ* then *D&D*, but that is no major problem. For *RQ* humans roll 3D6 for Size, with extensions on top and bottom ends determined by a D100 roll: 01-10, shift three numbers, 11-30, shift two numbers; 31-60, shift one number; 61-00 no change.

Adjust the raw personal characteristics scores for STR, CON, DEX, and CHA, according to the character's gender, race, and body build using the differentials below (roll 1D6 when a range of numbers is given; "NC" means "No Change"):

Male: STR (1 NC, 2-5 +1, 6 +2).
Female: CON (1-4 +1, 5-6 +2), DEX (1-2 NC, 3-6 +1).

Elf: CHA (1-2 NC, 3-6 +1), DEX (1-4 +1, 5-6 +2), STR (1-4 -1, 5-6 -2).
Half-Elf: CHA (1-4 NC, 5-6 +1), DEX (1 NC, 2-5 +1, 6 +2), STR (1-2 NC, 3-5 -1, 6 -2).
Dwarf: STR (1-4 +1, 5-6 +2), CON (1-2 NC, 3-6 +1), DEX (1 NC, 2-4 -1, 5-6 -2), CHA (1-4 -1, 5-6 -2).
Hobbit: DEX (1-3 +1, 4-5 +2, 6 +3), STR (1-3 -1, 4-5 -2, 6 -3).

Very Light: STR -2, DEX +2
Light Build: STR -1, DEX +1
Heavy Build: STR +1, DEX -1
Very Heavy: STR +2, DEX -2

The character's carrying capacity is determined by multiplying the character's body weight by the percentage corresponding to the character's Strength rating:

Strength	*Percent*	*Strength*	*Percent*	*Strength*	*Percent*
-1	30%	5-6	55%	17-18	80%
0	35%	7-8	60%	19	85%
1	40%	9-12	65%	20	90%
2	45%	13-14	70%	21	95%
3	50%	15-16	75%	22	100%

This is the maximum encumbrance the character can carry and still move and fight. To find the effect of encumbrance on movement, divide the character's own carrying capacity by his

Use this table as a guide to equipment weight.

CONTAINERS	*Holds*	*GP*	*KG*
Small Sack	2½ kg	4 @ 1	5 @ ½
Medium Sack	5 kg	2 @ 1	3 @ ½
Large Sack	10 kg	1	2 @ ½
Giant Sack	25 kg	2	½
Moneybelt	1½ kg	3	3 @ ½
Backpack, Leather	7½ kg	5	½
Potion Flask (5 doses)	½ liter	1	10 @ ½
Waterskin (1 kg when full)	1 liter	1	5 @ ½
Flask of Oil	1 liter	2	1
Lantern with Oil	½ liter	10	1½
Quiver, Small (holds 20 arrows/bolts; 5 javelins)		1	1
Quiver, Large (holds 40 arrows/bolts; 10 javelins)		2	1½

CLOTHING & ARMOR	
Shield	5% of Body Weight
Leather Armor	10% of Body Weight
Chainmail	20% of Body Weight
Plate Armor	40% of Body Weight

Armor includes helmets, boots, guantlets/gloves, padding, etc.

Clothings for an unarmored person, including such items as blouse, trousers, cloak, gloves, boots, robes, etc., weighs 5 kg.

TOOLS	*GP*	*KG*
Mallet	1	1
Wooden Stakes	3 @ 1	20 @ ½
Metal Spikes	12 @ 1	12 @ ½
Crowbar	3	1
Lockpick Set	10	½
Probe Pole 3m	1	1½
Hand Hook	2	1
Rope 15m	1	½
Rope Ladder 10m	10	1
Grappling Hooks	2 @ 1	2 @ 1
Fishing Line 15m	3 @ 1	2 @ ½
Metal Pitons	6 @ 1	6 @ ½
Mirror, Steel	5	½
Mirror, Silver	15	½
First Aid Kit	5	½

GOLD PIECES weigh 100 @ 1 kg.

WEAPONS–Single Handed	*GP*	*KG*
Dagger	3	½
Shortsword	8	1
Longsword	10	1½
Mace	5	2
Military Pick	7	2
Morning Star	6	2
Spear	3	2

WEAPONS–Double Handed	*GP*	*KG*
Bastard Sword	13	2
Greatsword	15	2½
Quarterstaff	1	1½
Maul	7	3
Battleaxe	8	2½
Flail	8	2½
Pike, Lance	5	2½
Pole Arms	7	3
Halberd	7	3

WEAPONS–Hand/Throwing	*GP*	*KG*
Dagger	4	½
Hammer	4	2
Axe	4	1½
Javelin	1	1

WEAPONS–Missile	*GP*	*KG*
Shortbow	25	½
Longbow	40	1
Horsebow (Short Composite)	40	1
Composite Bow	50	1½
Light Crossbow	15	2
Heavy Crossbow	25	2½
Arbalest	40	3
Sling	2	5 @ ½
Sling Stones	50 @ 5	50 @ 1
Silver Pellets	1	35 @ 1
Arrows	20 @ 5	20 @ 1
Bolts (Quarrels)	20 @ 5	20 @ 1

LIQUIDS (1 liter)	*GP*	*KG*
Wine	1	1
Oil	2	1
Holy Water	25	1

MISCELLANEOUS	*GP*	*KG*
Cross, Wooden	2	½
Cross, Silver	25	1
Garlic Clove	5	20 @ ½
Belladona	10	20 @ ½
Wolfsbane	10	20 @ ½
Torches	6 @ 1	12 @ ½
Iron Rations	15	1
Standard Rations	5	1

or her race's unencumbered fastest speed: 12" for Humans, Half-Elves, and Elves, 10" for Dwarves, and 8" for Hobbits. This gives you the ENC units for the character, the addition of each of which slows the character by an additional 1" of movement. Note that the first ENC unit is effectively free, since you don't lose the first 1" of speed until you reach the first cutoff point. Thus, for example, a Dwarf moves at 10" at between 1-10% of carrying capacity, at 9" at between 11-20% of carrying capacity, and at 1" at between 91-100% carrying capacity.

Having established the character's gender, race, build, height, and weight, we can fill in further color easily using the following tables. This system is specifically directed at the standard races in the original *D&D* rules. For those playing *Advanced D&D*, these tables can be used for races not listed here by using the column that most nearly resembles the race involved, such Gnomes on the Dwarf column (they are related races) or Orcs on the Elf column (remembering that Orcs are degenerated Elves), etc. The columns for humans, elves, and dwarves are also useful for *RQ* characters. And, of course, these tables can be used by the GM to quickly provide descriptions of the non-player-characters of these races encountered by the party during play. Note that the "M/F" indicated on some of the tables means "Male/Female," so use the column half appropriate to the character, rolling 1D20 on each of the tables that follow. Remember, however, that these tables are inteded as an aid in play, not a tyrant; if you don't like what rolled up, roll again.

EYE COLOR (Iris)	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Brown	01-04	01-03	01-02	01-07	01-05
Hazel	05-06	04-05	03	08-09	06-09
Blue	07-12	06-10	04-08	10	10-12
Blue-Grey	13-15	11-12	09-11	11-12	13-14
Steel-Grey	16-17	13-14	12-13	13-15	15
Silver	18	15-16	14-15	16	
Golden	19	17-18	16-18		16-17
Green	20	19-20	19-20		18
Red				17-18	19
Purple				19-20	20

EYE FEATURES	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Round	01-03	01-02	01	01-05	01-04
Narrow	04-06	03-08	02-08	06	05-06
Larger than Normal	07-09	09-10	09	07-10	07-09
Smaller than Normal	10-12	11-12	10-13	11-12	10-12
Set Far Apart	13-15	13-17	14-17	13-14	13-14
Set Close Together	16-18	18-19	18-19	15-18	15-19
Epicanthic Fold	19-20	20	20	19-20	20

SKIN COLOR (M/F)	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Pale	01 01-02	01 01-02	01-02 01-03		01-02 01-03
Fair	02-03 03-08	02-03 03-05	03-05 04-08	01-02 01-02	03-06 04-08
Pink	04-08 09-12	04-05 06-08	06-08 09-10	03-04 03-04	07-12 09-14
Tanned	09-14 13-15	06-10 09-10	09-12 11-12	05-09 05-09	13-18 15-19
Reddish Brown	15-16 16	11 11		10-14 10-14	19-20 20
Brown	17 17	12 12		15-17 15-17	
Black	18 18	13 13			
Oriental	19-20 19-20	14 14			
Green-Grey		15-17 15-17	13-16 13-16	18-20 18-20	
Blue-Grey		18-20 18-20	17-20 17-20		

HAIR COLOR	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Black	01-04	01-04	01-04	01-06	01-05
Brown	05-10	05-09	05-08	07-09	06-09
Blonde	11-14	10-13	09-12	10-11	10-12
Red-Orange	15-17	14-15	13	12-13	13-15
White	18-19	16	14	14	16
Steel-Grey	20	17	15	15-16	17
Green-Grey		18	16-17	17	18
Blue-Grey		19	18	18-19	19-20
Silver		20	19-20	20	

HAIR LENGTH (M/F)	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Close Cropped	01-03 01	01-04 01-02	01-05 01-03	01-02 01	01-03 01
Medium	04-12 02-08	05-15 03-11	06-15 04-13	03-05 02-03	04-07 02-04
Shoulder Length	13-18 09-17	16-19 14-18	16-19 14-18	06-16 04-15	08-17 05-16
Very Long	19-20 18-20	20 19-20	20 19-20	17-20 16-20	18-20 17-20

MALE FACIAL HAIR	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
No Mustache/Beard	01-05	01-10	01-13	01-03	01-08
Has Mustache	06-10	11-15	14-17	04-07	09-14
Has Beard	11-15	16-18	18-19	08-12	15-18
Mustache & Beard	16-20	19-20	20	13-20	19-20

EAR FEATURES	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Round, Small	01-05	01		01-05	01-04
Round, Medium	06-10	02		06-11	05-08
Round, Large	11-14	03		12-17	09-11
Partly Pointed, Small	15-16	04-06	01-02	18	12-13
Partly Pointed, Medium	17-18	07-11	03-04	19	14-15
Partly Pointed, Large	19-20	12-14	05-06	20	16-17
Pointed, Small		15-16	07-10		18
Pointed, Medium		17-18	11-16		19
Pointed, Large		19-20	17-20		20

VOICE QUALITY	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Soft	01-03	01-04	01-05	01-02	01-03
Loud	04-06	05-07	06-07	03-07	04-07
Shrill	07-09	08-09	08-09	08-09	08-09
Throaty	10-12	10-12	10-12	10-12	10-12
Mellow	13-15	13-16	13-17	13-15	13-15
Resonant	16-18	17-19	18-20	16-18	16-18
Wheezing	19-20	20		19-20	19-20

VOICE PITCH (M/F)	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Very High	01 01-04	01-02 01-05	01-02 01-06	01	01 01-03
High	02-03 05-11	03-05 06-12	03-06 07-13	01-02 02-04	02-03 04-10
Medium	04-12 12-16	06-14 13-17	07-14 14-18	03-10 05-15	04-11 11-17
Low	13-17 17-19	15-18 18-19	15-19 19-20	11-16 16-18	12-18 18-19
Very Low	18-20 20	19-20 20	20	17-20 19-20	19-20 20

HANDEDNESS	*Human*	*Half-Elf*	*Elf*	*Dwarf*	*Hobbit*
Righthanded	01-14	01-13	01-12	01-10	01-14
Lefthanded	15-19	14-19	13-18	11-17	15-19
Ambidextrous	20	20	19-20	18-20	20

The remaining tables are in general terms, rather than by racial characteristics:

D20	*Usual Facial Expression*
01-02	Amused
03	Angry/Fierce
04	Aristocratic/Aloof
05	Cynical
06-07	Friendly
08	Frowning
09	Gentle
10-15	Neutral
16	Preoccupied/Puzzled
17-18	Serious
19	Smiling/Carefree
20	Zealous

Roll 1D10 for the number of following:

01-04	One
05-07	Two
08-09	Three
10	Four

D20	*Unusual Characteristics*	*D20*	*Unusual Characteristics*
01	Sharp Featured	11	Full Lips
02	Soft Featured	12	Thin Lips
03	Round Face	13	Large Teeth
04	Narrow Face	14	Small Teeth
05	High Forehead	15	Overbite
06	High Cheekbones	16	Curly Hair
07	Large Nose	17	Upturned Eyebrows
08	Small Nose	18	Large Eyebrows
09	Large Jaw	19	Freckles
10	Small Jaw	20	Facial Scar

These tables do not represent hours of extensive medical research into the characteristics of the Kindred Races, and therefore they should not be mistaken for an authoritative statement on the subject. What I have done is use my impressions of what ways the races differ from the others; and it's subject to anybody's revision to fit your own particular vision. What I wanted was a way of differentiating an individual character quickly, and these tables do serve that function.

This article appeared, in substantially different form, in issues 33 and 36 of *Alarums & Excursions*, and is copyright © 1978, 1979 by the author. The table of equipment weights

and prices appeared in an earlier version in issue 7 of *The White Dwarf*, subject to the author's copyright from prior publication in *A&E 33*.

An article on similar topics by Paul M. Crabaugh appeared in issue 10 of *The Dragon*. My approach to this subject, however, is much different from Paul's. I have included many items which Paul omitted, and I have differed with Paul on many of the matters that he did include in his article, including weights of equipment and carrying capacity of characters. The twelve "character color" tables were directly inspired by Paul in the sense that having seen his tables for humans I decided to expand upon the idea to the Kindred Races. But I have substantially revised even the human column descriptions in this article, so while Paul has my thanks for the idea, he is not to be blamed for any features that may strike the reader as peculiar. The notes that follow should help throw some light on the theory underlying the tables above.

The figures given for Elves show them as being shorter and lighter in build than Humans. This is because I have always thought of them as being the tallest of the "little people" rather than being Human size (in height, at least) as they are in Tolkien's works. For Tolkien Elves, shift the height up two steps (weight, too).

I recommend rolling to determine a character's gender for two reasons. First, it overcomes inertia, since you tend to think of your characters as being of the same gender as yourself as a general rule, which seems to me unnecessarily narrow an approach to the game. Second, there are characteristics which distinguish the two sexes that are represented by bonuses, and rolling for gender prevents you from (even unconsciously) picking the character's gender after looking to see which personal characteristic would be most advantageously treated.

I believe there is biological/medical evidence supporting a constitution and dexterity bonus for females. I suggest, however, that there should be variation in the bonuses themselves, generated by die rolls as indicated at the beginning of this article. Since the typical male of a given height weighs more than a typical female (at 177 cm a typical male of medium build weighs about 7% more than a typical female, according to the weight chart used by my doctor), it seems to me that males should get a strength bonus (that extra weight means some extra muscle). These distinctions are based on the theory that the 3D6 rolls give you average figures that are subject to adjustment for gender. Note that for personal characteristics that are rolled on a different system than 3D6, such as the 4D6 roll for strength for Dwarves in *RQ*, the number rolled should not be adjusted up or down using this system, since then the adjustment is built into the number of dice rolled.

I recommend rolling to determine a character's race to help quiet complaints about people choosing nonhuman races for their special abilities. And I suggest making adjustments according to the race rolled to emphasize those personal characteristics by which the Kindred Races are distinctive (other than size, which is taken care of in the size tables). Note that I have given both advantages and disadvantages to each race: Elves, being impressive and dexterous people, get pluses for those, but because of their light build (as compared to Human average, which is what I use as the standard from which all these distinctions are made) they get minuses on Strength. Half-Elves are treated similarly, but the adjustments are to a lesser degree because this mixed race is closer to the Human and therefore less distinctive. Dwarves, being particularly strong and tough people, get pluses for Strength and Constitution, but because of their relatively heavy build and shape they get minuses for Dexterity and Charisma. Hobbits, being small dexterous people, get a plus for Dexterity, but get a minus on Strength because of their small size.

The adjustments that I recommend for being at the extreme ends of the scale for build are not as arbitrary as they may seem. The plus for Dexterity for females is based in part on their relatively slender build (as compared with the average), so it is equally logical to make the same adjustment for beings of either sex who are particularly heavy build. On the other hand, someone who is of particularly heavy build should be stronger than average, and the reverse for those of particularly light build. The body build roll follows a bell-shaped curve for deviations from the average.

The height and weight tables reflect my preference for even numbers instead of the fractions used on standard medical charts. The result differs from the charts at the ends of the scales, but for game purposes I don't think it matter much. Tolkien doesn't give much of a physical description of Hobbits, other than to say that they are shorter than Dwarves and of a somewhat lighter build. On the other hand, Dwarves are heavyset fellows for their height, and I've always felt that Hobbits are a bit on the heavy side for their height (they love to eat, you know). So I adjusted the weight of Hobbits on my tables so that they are not much lighter than a Dwarf of the

same height would be (if there were Dwarves that short). Half-Elves I made a bit shorter and lighter than Humans, and Elves I made a bit shorter and lighter than Half-Elves. As to the comparison between the sexes, on height I made females of each species three units shorter than a male of the same size, and on weight I made females three units lighter than a male of the same size, and on weight I made females three units lighter then a male of the same height ("units" being the same as steps in the tables). This follows the medical charts for Humans pretty well, and while it is arbitrary to do so with respect to the Kindred Races, I think it is reasonable.

My maximum encumbrance system differs greatly from the *Warlock* system that Paul used, since I disagree with their assumption that a character can carry around more than body weight of equipment on a long march. It seems to me that only an 18 (00) strength character can be expected to have a 100% body weight carrying capacity, while a typical medium strength character might be able to carry a bit over one-half body weight around. My percentage multipliers in the strength table show what I think is a reasonable allocation of ability.

The equipment list uses half a kilogram as its minimum unit of measurement. In my opinion, you can ignore small items until they add up to a full half kilo (a "metric pound" for those who are still thinking in those terms). In adding up total encumbrance you might simply add on an extra ½ kg for good measure to cover miscellany. The weapons list represent a number of compromises with strict historical fact. Despite a couple of hours' research in the local central library, I was unable to find reliable weight figures for anything but chainmail, plate armor, the longsword, bastard sword, mace, and hand axe, which were given in weight ranges. These I took and rounded off to single, round-number figures in kg. I then extrapolated other weights, also rounded off to even figures. I see no gain in going to odd fractions (such as 1/10 kg figures) merely to have greater historical accuracy; I feel there is little gained for game purposes in so doing, and it would introduce needless complexity into the system. In short, I have opted for playability instead of an historical treatise approach.

Most items are listed at set weight figures. Armor, however, is made to fit the user, so I calculate its weight as a percentage of the character's body weight. My research put chainmail at 13-14 kg, which on a medieval fighter of 68 kg comes to about 20% of body weight. Plate armor varied quite a bit, but it ran about 27-32 kg, or about 40-47% of body weight. (I realize that weight is not always the same as true encumbrance, so I put plate at the bottom end of its weight scale for encumbrance.) I didn't have a figure for leather armor, but it seems reasonable that it weighed about half what chainmail did. Thus my range for armor was set at 10% of body weight for leather armor, 20% for chainmail, and 40% for plate armor. I put shields at 5% somewhat arbitrarily, since shields actually varied wildly in size according to style, but this seems a reasonable estimate for game purposes.

There has always been a controversy over the proper weight of gold coins for gaming. Paul's article puts it at 22 to the kilogram, which I think is an ungainly large item. For comparisons, the $10 U.S. gold coin of 1793 weighed 68/kg, while current U.S. coins are the dollar at 44/kg, half-dollar at 88/kg, and quarter-dollar at 176/kg. I suggest, therefore, a smaller gold coin at an even 100/kg, a bit smaller than a U.S. half-dollar but still a substantial piece.

The weapons part of the list is broken down into types. Note that throwing daggers are more expensive than your everyday dirk, since balancing them for throwing takes more skill. Javelins are light spears, and can be used for either throwing or stabbing. Standard spears are heavier and not used for throwing, but they are the only kind that be braced against a charging enemy at extra damage. The arbalest was a heavy crossbow with a powerful steel bow.

Students of medieval times are probably aware that the prices on this list are wildly out of line for weapons. A fine steel sword could be worth 40 cattle, and certainly more than the figures given here. I suggest that these prices are for equipment of less than first quality. This can be given significance in terms of game mechanics quite simply: Let any weapon bought at these prices break on an attack roll of "01" on the D20. That will keep the market for new weapons going. Fine weapons will cost 10x these prices, but will not break on a "01" roll, and will make a reasonable addition to the low value treasure list in place of the ubiquitous +1 unintelligent sword. Silver inlaid weapons would come in the "fine weapon" category and would likewise not be subject to the breakage rule, but would cost 100x these prices.

For those of you who do not wish to use the convenience of the metric system, the weights in these tables can simply be converted to ½ kg=1 lb with no significant loss of accuracy. Heights are less easy to convert, since you have to divide cm by 2½ to get inches, and then you will get some odd numbers (but then, height is not particularly important in terms of actual game mechanics, anyway, so you can round off the numbers if you want). I use metric measures out of personal preference, and you will see them consistently in my articles in *Different Worlds*. The only figures given here in inches are those for movement, and that only because different people use them to mean different things in their games, but 1"=3 m (three hexes on a battleboard) is not unreasonable.

I am grateful to Anders Swenson for suggesting the system given earlier for extending the 3D6 scale at either end for a character's Size using a D100 system for use in *RQ*, which could also be applied to the other six personal characteristics. And while I did not adopt them, I'd like to mention two suggestions concerning handedness of a character that are worth your consideration. Steve Perrin, author of *RQ*, has standardized righthanded weapons use for all characters with formal military training in his campaign, on the grounds that historically any unit that used shieldwall tactics had to have every fighter holding the shield in the same (left) hand. Lee Gold, editor of *A&E*, suggested allowing variation but determining handedness by rolling a D6 and a D12. If the number on the D12 is the higher, the character is righthanded, if the number on the D6 is the higher the character is lefthanded, and if the numbers are the same the character is ambidextrous.

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Some GREEK GODS

by Geoffrey Dalcher

A few introductory notes are in order about our campaign before reading the cult description. It is relatively new and loose. No one person runs it, but we all have a tiny section of the country that we tend. This means figuring taxes, population, and worship available, but our base population is only 100 people. We chose deities, chose characteristics of them, and then made up our would-be bronze age heroes. Each player is connected with a different city and we connected each city with one of the legendary houses. Thus Argos, played by Don, is currently ruled by Atreus (father of Agammemnon and Menelaus). I am running Iolcus, with K. Aeson (Jason's father) currently in command. Greg runs Athens which is ruled by Theseus' father, Aegeus. Steve has Pylos, now ruled by a young Nestor.

The game is very different from a normal *RuneQuest* game. First of all, there is no generally available battle magic. This is especially missed in Healing. Severed limbs and dead characters are the rule when combat occurs. My own clan was decimated by two raids (that's what I get for refereeing too often) and it will probably tell this spring when I tally my population for worship points. *sigh*

We are using pretty much historical background. Bronze is scarce and available only to the nobles. Most of the population is a free farmer warrior class. The male aristocracy are all definitely Indo-European in manner and none of us have yet chosen to work up an extensive female-based cult or clan to run.

Scenarios, so far, have consisted of two cattle raids on Iocus and one on Thebes; one sailing trip to Melos to purchase some obsidian where we met Cretan warships and taxes; and a run-in where we killed Periphetes and got his bronze club which is too big for us to use, and some skirmishes.

Cults currently in vogue are Apollo in Iolcus, Athena in Athens, Zeus in Argos, and Ares in Pylos.

HOW MAGIC WORKS

As stated, all of us run a small clan which are citizens of the city-states mentioned. We are each associated with one temple. One of the clan members, always a non-player character kept off-scene as a source of magic, is the priest of the cult.

Just to make things simple, we each began with 25 adult male members of the clan. There were also 25 females, plus 25 slaves, and uncounted children. Only the male characters are those which go on warlike expeditions or defend their herd with arms. For simplicity, we assigned five men as bronzed household warriors, plus five for the priesthood. This left us with 15 warriors of moderate (30%) weapon skills and leather (2 points) armor.

Both men and women (but not children or slaves) contribute worship points available. Maximum worship is one point per week per person, to the deity or spirit of choice. This forms the battle magic spell pool for each deity. Because the game is in a pentheistic time, we also assume that the favored local deity will get only half of all spell points sacrificed each week. However, only 1/10 of all these points are available for the priests to distribute as he and the clan chieftain see fit. The rest is used by the priest or god to run the world.

Thus, out of 50 worshippers a week, only 25 points are received by my Apollo temple and only 2½ points are saved. They can be accumulated if not used. There is no limit (at this time, anyway) to the points that can be saved up.

The battle magic pool is the amount of power available to the priest to distribute as Blessings on the initiates of the cult. We recognize these Blessings as battle magic spells, with one important difference. These spells will always remain on the item it was cast upon, dormant, until activated by the person who received it. Then it will last until used (for instantaneous spells, like Multimissile) or for the usual length described in *RQ*.

Each cult has specific battle magic Blessings available to it. Those of Apollo are listed. Even a brief familiarity with Greek mythology should give ideas for others. Note that these can be received only by initiates of the cult. *RQ* restrictions remain for the number of points remembered by a person.

Rune Magic spells are more specialized. These can only be cast by the priest and used then and there, not stored like the battle magic. There are limited spells available to each deity, giving them their own strengths and weaknesses.

An example of battle magic spell use is the time that Admetus of Pherae, my Iocan nobleman, decided to expedition against the centaurs. He took two of his household (armored in bronze), plus six warriors. Admetus did not wish to deplete all his available reserves, of course, and determined to use only 25 points of POW. He took 6 points of Healing (he already had 3 on hand), plus a Light spell for himself; each of his free warriors got a Speedart 2 (total of 12); each of the household got 3 points of their choice.

THE CULT OF APOLLO

This cult writeup is done following the *Cults of Prax* outline with some modifications which I've inserted into the text at the appropriate places. The differences are due to the different focus of the cult importance in Gloranthan and in ancient Greek terms. The main difference, for instance, is that Greek cults have no status similar to Rune Lord. Since these writeups are for a Greek cult, not a Greek Gloranthan cult, I have omitted irrelevant information.

I. MYTHOS AND HISTORY

A. "BEFORE TIME"

The mythical age of the Greek gods was during their youth and centered around the rise of Zeus and his pantheon to preeminance in their worship. There were many early struggles such as the Titanomachy (where Zeus and his siblings and some allies fought against Kronos), the Gigantomachy (where the Olympians defeated the giants), and the war with Typhon.

The early tales of Apollo are significant in illustrating the rise of the Olympian light against the chthonian darkness of the pantheons which were replaced. Apollo's first deed was to kill the Python, a guardian demon of a sacred earth shrine at Delphi. Apollo shortly afterwards took command of the site and its powers, though he still had to struggle against the earth-allied cults of Dionysus and against his brother, Herakles.

B. SINCE TIME

Historical worship of Apollo was spread throughout all of the Greek-speaking world and, later, into all the Latin-speaking world. He was revered as the epitome of Classical thought and was a personification of the loftier aspects of civilization, placed in comparison or opposition with his orgiastic brother, Dionysus, whose bizarre rites were full of fear and ingnorance and unbridled ecstacy.

Apollo was well emplaced in the Olympian pantheon when they were recorded by the poet Homer in his famous poems, the *Iliad* and the *Oddysey*. These epics did much to illustrate the deities with splendor and style. Later people refused to believe that there was another way to look at their deities after their worship had grown outdated and stale amid the continuing sophistication of the educated class in the Classical world. Rather than allowing the deities to continue to grow and develop along with the societies which spawned then, they were fossilized in the beauty of the poems, becoming immortalized spoiled deities with human passions and demands rather than adjusting to the changes of time. Thus they became objects of beauty but no use and so, in time, ignored or forgotten.

C. LIFE AFTER DEATH

The cult of Apollo was one of logic and sense. There was a direct relationship between Pythagorean mysticism and an Apollonian thought. Also related is Orphic mysticism. The basic afterlife in their tales is the same empty grey drab Hades of Greek myth, but there is also the chance of individual salvation through initiation into the cult secrets and mysteries. The methods and secrets are never stated, but hints and similar beliefs indicate that the initiate would learn to read a secret golden tablet, be able to recognize the Pool of Memory, or otherwise pass a test for divinity.

II. NATURE OF THE CULT

A. REASON FOR EXISTANCE

As stated, Apollo is the liberator of logic and light from the emotional and physical dominance of the chthonic cults and primitive loyalties. He is the bearer of Greek civilization. Later associations connect him with Phoebus, the sun god, as well.

Additionally, he is the god of harmony, music, and healing. These things are much more important to people than such lofty conceptualizations of the city-bred philosophers. And, to the many herdspeople dotting the hillsides of the land and islands, he was protector of herds.

B. SOCIAL/POLITICAL POSITION AND POWER

The Greek deities did not, in general, exercise any power as a cult. Local priests or priestesses could be extremely important, and rulers of cities would have their favored deities, but this is not a result of the cult manipulating the man but vice versa.

C. LIKES & DISLIKES

The cult's preferences should be clear by now. It should be pointed out that non-Apollonians might be treated with scorn or contempt, but not with outward belligerance or hostility. Such activity would, after all, be outside of Apollo's nature.

III. ORGANIZATION

A. INTERCULT ORGANIZATION

There is no evidence that there was ever any organization capable of ruling the many cults of Apollo as if they were one megacult.

B. INTRACULT ORGANIZATION

There were many temples to Apollo, and likely that each of them was independently run. There might be local dominances, like the Athenian temple providing priests for the Elusian temple, but even this was unlikely since many priesthoods seem to have been family-owned, with priesthood passing among available uncles, cousins, and so on for generations.

C. CENTER OF POWER, HOLY PLACES

Delphi is the best-known holy place for Apollo. Kings and warriors from all across the Greek-speaking world respected this place and came for its oracles. It is interesting to note that even though Apollo had taken over the chthonic source of inspiration from the earth deities, his holiest personage in Delphi was still a woman, the Pythia, the ancient wife of Python

whom Apollo killed.

Delos is another very famous place. It is the site where Apollo and his twin sister, Artemis, were born. It is also the site of many other famous occurances, such as when Theseus stopped there after returning from killing the Minotaur. The island was so sacred that no one was allowed to be born or to die there.

Epidauros is the most famous of the healing temples of Apollo. He shared it with his son, Asclepius, who inherited his father's medical skills and even improved them until he could heal death!

There were many more famous sites too. In fact, every city of importance had its own temple, and some places had important temples without cities.

IV. LAY MEMBERSHIP

Lay membership in most Greek cults seems to have always been a casual affair at the lay level. This means that anyone could join the cult simply by joining in the worship, but that they would not expect anything special in return for such simple commitment.

V. INITIATE STATUS

A. REQUIREMENTS TO JOIN

To join the cult as an initiate, a person must promise to hold himself to Apollo's ideals. Interpretation of this varies, of course. For instance, a city gentleman would wish to uphold the lofty principles of civilization, while a herdsman's cult might be a bit more pragmatic. Both, however, would require one to accept the dominance of Apollonian ideals and this implies an acceptance of the patriarchal dominance of the Olympian pantheon. Thus, one would not find a devout earth-worshipper as an initiate of the cult.

B. REQUIREMENTS TO REMAIN

Acceptance of Apollonian dominance implies an acceptance of the patriarchal life style common to the Olympian pantheon. This means that men run things and are the primary owners of property. Inheritance is through the father's geneology and families are arranged around men.

Worshippers of Apollo would uphold such beliefs.

They will also be expected to sacrifice once per month (minimum) to the god.

C. MUNDANE BENEFITS

Initiates of Apollo can go to any temple of the god, or of his son Asclepius, and receive one free week of Healing skill from the priest or his family, plus one free 3 point Healing from a priest who initiated him.

D. SKILLS

The cult will teach the skill of Music (lyre) to its initiates at the rate of 1 week of training for 2 weeks of service. Each week's training is worth 100 L in *RQ* terms, and costs of learning is the same as broadsword.

E. SPELLS

As explained elsewhere, the initiates of this may receive one-use battle magic spells for their use. The following spells can be received from the cult: Detect Enemies, Dispel Magic, Farsee, Firearrow, Healing, Ignite, Light, Multimissile, Silence, Speedart, Spirit Shield, and Xenohealing.

VI. RUNE LORD MEMBERSHIP

As stated, there is no status comparable to Rune Lord in the Greek world.

VII. PRIESTHOOD

A. GENERAL STATEMENT

The priests of Apollo are those people devoted to acting as the go-between between the people and the god. They lead services and act as the distributor of divine favor. These favors are known as Blessings to the people, but we can recognize them easily as spells.

The use of these spells is explained above.

It is possible to be a priest and not have many spells, being involved in the higher aspects of worship and reverence. Many prophets are this type.

B. REQUIREMENTS

Most of the priesthoods are owned by families and inherited among male relatives (or including females at Delphi). Others will accept outsiders who are inspired or otherwise fit. People who are ugly, stupid, or exhibit bestial behavior are not fit for priesthood.

Other *RQ* requirements are also necessary. Writing is Linear B.

C. RESTRICTIONS

The usual priestly restrictions are enforced because so much time is taken up by temple duties.

Apollo priests are not warlike and rarely don armor or carry weapons.

D. BENEFITS

The priests will be supported by their god in the form of the temple providing shelter, food, money, and goods necessary for life. Priests are also respected members of the community with great responsibilities, especially in times of crisis. As such, they will be members of the upper strata and friendly with the greats of their tribe.

E. RUNE SPELLS

The use of Rune spells is explained elsewhere. Using those methods, these spells are available: Discorporation; Divination; Extension I, II, III; Shield; Warding; Vision; Multispell I, II, III; Spirit Block.

Also available from the *Cults of Prax* book are these special spells: Bless Animals; City Harmony; all Cure spells; all Heal spells; Detect Truth; Sunripen; Oath; Truespeak; Resurrection.

VIII. SUBSERVIENT CULTS

These will only be mentioned. Sminthius is a title of the god as a destroyer of plagues. Far-darter is his name as a bringer of plagues (by removing his protection and a reference to his archery skills at choosing appropriate targets for his divine justice as well as simply slaughtering the masses).

IX. ASSOCIATED CULTS

This list is simply the Olympians. Persons unfamiliar with these are referred to any text on Greek mythology. Briefly, they are:

1. ZEUS – King of the gods, god of storm.
2. HERA – Mother goddess, queen of the gods.
3. APOLLO – Son of Zeus and Leto; god of healing, music, harmony.

4. ARTEMIS – Twin of Apollo; goddess of hunting, the wilds, and childbirth.
5. ARES – God of war.
6. ATHENA – Goddess of war, the crafts, and patroness of Athens.
7. HERMES – God of messengers, oratory, theives, and messenger to Hades.
8. DIONYSUS – God revelry, wine, ecstacy, and inspiration.
9. HAPHAESTUS – God smithing, metallurgy.
10. POSEIDON – God of horses, earthquakes, and the sea.
11. DEMETER – Goddess of the harvest, the earth goddess.
12. HESTIA – Goddess of hearths and protectress of the home.

X. MISCELLANEOUS NOTES

One of Apollo's more important functions was also that of purifyer, for his logic and sensibilities were such that he could even defend someone who broke such an ancient law as matricide. He did this when Orestes killed his mother and was tormented by the Furies for it. Apollo, though, could set him free and cleanse him of this ancient offense. Such actions contributed to the loss of the earth-goddess power and prestige, and illustrate the growing influences of the sky gods.

OTHER CULT SPELLS

Whatever city the characters are from, they all act pretty much alike, despite the cultural patina applied by local worship. Thus, in practical terms, their magics are what really set them apart. These lists are for the other cults we use, and are offered as examples of how other deities might be set up.

ATHENA

BATTLE MAGIC – Binding, Bladesharp, Demoralize, Dispel Magic, Healing, Mind Speech, Protection, Spirit Shield.
STANDARD RUNE SPELLS – Discorporation, Divination, Divine Intervention, Shield, Extension I, II, III, Multispell I, II, III, Spirit Block, Summon Gnome I, II, III.
CULTS OF PRAX RUNE SPELLS – City Harmony, Cure Brain Fever, Gnome to Gargoyle, Knowledge, Morale, Earth Power, Heal Body, Seal Spirit.

ARES

BATTLE MAGIC – Bladesharp, Demoralize, Detect Enemies, Fanaticism, Healing, Spirit Shield, Vigor.
STANDARD RUNE SPELLS – Absorption, Divination, Divine Intervention, Extension I, II, III, Multispell I, II, III, Mind Link, Shield, Spirit Block.
CULTS OF PRAX RUNE SPELLS – Fear, Truesword, Berserker, Recover Spirit (note – all Zorak Zoran spells which may specify blunt weapons are interpreted to mean swords and spears for the Ares cult).

ZEUS

BATTLE MAGIC – Befuddle, Countermagic, Dispel Magic, Farsee, Healing, Mind Speech, Protection, Spirit Shield, Strength.
STANDARD RUNE SPELLS – Discorporation, Divine Intervention, Divination, Extension I, II, III, Multispell I, II, III, Shield, Warding, Vision, Summon Small or Medium Sylph.
CULTS OF PRAX RUNE SPELLS – Clairvoyance/Clairaudience, Teleportation, Telekinesis, Heal Constitution, Oath, Wind Worlds, Recover Spirit, Storm Spear (see Sun Spear).

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My Life and Role-Playing Cont...

JOHN SNIDER

John is part of that creative group that started it all back in Minnesota a long time ago. He offers insight into how games were played back then.

Me and Bozero

My introduction to role-playing games was through the tender mercies of Dave Arneson and the dungeons of Blackmoor. Like all other adventurous souls, I had formed the unshakable opinion that board gaming was the only thing available for those unwilling to pay for little lead figures. But after one trip into the noisome pit beneath the weathered stones of Blackmoor castle, and a few tete-a-tetes with the charming denizens there below, I was hooked. Like an addict, I had to have more and always in larger doses.

My beginning endeavors always met with success. I plunged continually into that abyss of stygian night garnishing great wealth and making my name a household word amongst the Orcs, Goblins, Trolls, and so on. This happy life of looting, and killing continued until . . . isn't there always an until. Well on one adventure, accompanied by my faithful partner Dave Megarry, we went ever deeper into the gloom opening new territory to the greedy fist of man. Well we came across a door (always a door) and finally opening it, what do we see but a black dragon. We quickly dodge around the outside corner unnoticed since it is asleep. Now ensues the classic argument between the environmentalist and the plunderer. I say "Let's slit its bloody throat before it can wake up," and my partner, "No, lets talk to it and see if we can make friends." Eventually Dave wins, I should have known better especially since I ended up doing the talking. Have you ever tried to carry on a conversation with a black dragon?–in my opinion one of the more denser dragons running around these days. Even though my oration would have brought tears to the eyes of the most hard hearted money grabber, it failed. Looking totally bewildered, the dragon just cocked his head and belched. I guess I said something wrong somewhere, and covered me with you-know-what. My partner who had declined to expose himself had been hiding around the corner and emerged unscathed, a fact which did not please me all that much.

Imagine my heart break there before my very eyes, my character, whom I had raised from a two-bit flunky to a mighty superhero, laid shriveled and dead on some dank and not too comfortable dungeon floor. All that effort to raise him from nothing to the pinnacle of fame and success turning this warrior into a feared and awesome force for goodness (well I should be allowed to blow my own horn) and what happens. Some miserable worm goes PFFFT and it's all over. My dying words were, "I'll come back and haunt you Megarry!"

Well this set back did not delay me for long. Saying "hand me those dice" I began to create another character. Well actually I created 2 (figured can't lose them both). One was a wizard who moved south with his family (all 11 children) and took over a castle and it's environs. Well his is another tale and must get back to my favorite character: el Bozero.

This mighty midget started life drunk and continued in that vein for the rest of it. Before any adventure, he had to insure that he was outfitted properly, and in a manner as befitted his station in life (I think he was the town drunk). Adjourning to the local establishment, he would purchase at least three kegs and load them on his faithful donkey, Ralph. Ah, how well I remember, I think, his first adventure and the comments of his companions, especially the one about "don't you think a weapon would come in handy?" Well nothing daunted Bozero, he hauls out his mallet and says "A mighty artifact, this

not only can open up kegs but also heads!" Unfortunately the dramatic effect was spoiled since being in his normal condition (drunk), he slipped and had to spend the next five minutes trying to pick himself and the mallet up. Eventually made it with the help of Ralph, and once his companions had stopped laughing, the group proceeded on its way.

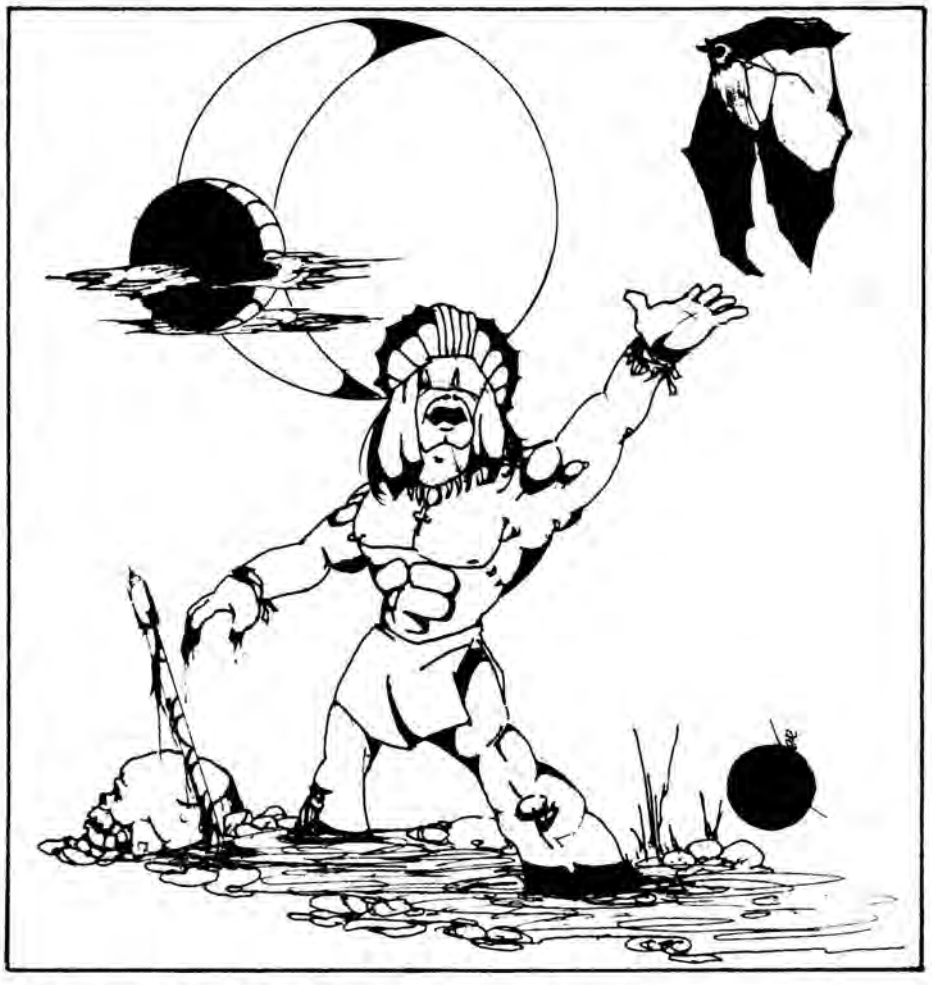
Well Bozero lived through this and many other such encounters, and has to his credit, the introduction of light libations to the denizens of the lower reaches of Blackmoor dungeon. But tiring of the dank and the besotted creatures that were now abounding beneath the earth, Bozero decided to try his luck in the swamps (especially after he heard a rumor about some berries that could make the most potent brew).

Well he made out as normal, i.e., always tripping over his feet and others at the right time, falling asleep and missing the fight and being ignored in the clean up. But sailing into the sunset followed by a singing and slightly drunk sea serpent, Bozero and his new friend proceeded into history. Unfortunately at that point I had to leave the country at the bequest of Uncle Sam and serve abroad (don't I wish). This left Bozero and his friend sailing off into the alcaholic fog of early morning never to be seen again.

Well from playing in these games, it is just one small step to running one. At that time I was running an interstellar game that eventually turned into the rules *Star Empires*. So to make a long story short, one fevered night and three bottles of wine later, I had the skeletal outline for a role-playing system among the stars. After its unveiling to the players, Arneson, Svenson, Megarry, my brother Richard, and others, it proved to be very difficult to get the required budget input for the main game. In effect, these emperors of far reaching star realms decided to take a vacation and play at a much more sordid level.

Now about the star map, I had scattered various unknown phenomena and potential threats which these entrepid souls proceeded to investigate and unleash on the unsuspecting empires. In one case it got so bad that one emperor, a particularly unforgiving soul, who controlled the Dansii realm (Dave Arneson), resorted to placing a bounty on certain meddlesome adventurers. I mean really, just because they stirred up a few native tribes, caused a few revolts, destroyed one or two planets, is that any reason to want them converted to surplus energy?

Well at this point, the intrepid crew



Like an addict, I had to have more and always in larger doses.

decided that the above empire might not be the place to establish themselves in. So moving south into Bob Myer's Democratic Holdings, they proceeded to see what was not tied down. Here they didn't do any out and out destruction (that could be traced to them that is). But they decided to explore some of the neighboring empires rather than wear out their welcome here. So boarding their ship, they set sail on the winds of space and proceeded to enrage every neighbor around.

In one adventure to the north into the Kingdom of Pete Gaylord, they had a great time. Megarry, running into a threatening situation, decided to experiment. So being an element master and able to change his body into varied elements, he decides to complicate things by converting himself to one single atom of hydrogen. As the judge having failed to argue him out it, I hand him the dice and what happens, the trouble maker rolls a 000 for the one chance in thousand I gave him. So consulting my table of improbable occurances and what to do, I roll. What happens is a simple time warp and reality change, affecting all of neighboring space for a distance of 50 light years. Some systems ceased to be and others came into existance. Oh the adventurers, they survived and moved out of that empire rather quickly.

Deciding that the northern reaches are a bit tricky right now, the crew heads south into the realm of Greg Svenson and his bears. Here they plant on a lovely little farming planet. When they landed, the planet had a population of 450,000, when they left (rapidly), it had a population of 23,000. You ask what did they do? Well they did two things. Having destroyed a local group of life forms, they found that they were guarding this strange oblong device. Svenson's character (in his own empire yet) started to fool around with the dials and settings on it–yep, you guessed it, he activated it. Fortunately for them, the device had a one mile dead zone around where it was. Unfortunately for the planet's inhabitants, it was a Mentat Bomb with a radius of 5500 miles. Covering the planet with it's deadly rays, it converted all thinking beings into mindless animals (except for the ones immune and a few lucky adventurers). Well the crew tiring of fooling around

with the device and deciding that it was not functional, pressed on deeper into the wilderness and found the main installation of the Iron Lords. These were a group of robot beings deactivated and placed here by the old Terrans so they could not cause further trouble. Well the group was activated by you-know-who.

Realizing what they had done, the intrepid crew ran like crazy back to what they thought would be the civilized portion of the planet. Wonder of wonders, there was no one around, at least no one rational. After a few close encounters, they board their ship and claw their way into the heavens. The robots finally becoming fully active, oh by the way, each robot was about 30 feet tall, proceeded to implement their last plan. To them no time had past and they expected to still be fighting the old Terran Empire. So leaving the planet, they proceeded to head for their attack point, for a change to a relatively unimportant planet in the Ursoid realm.

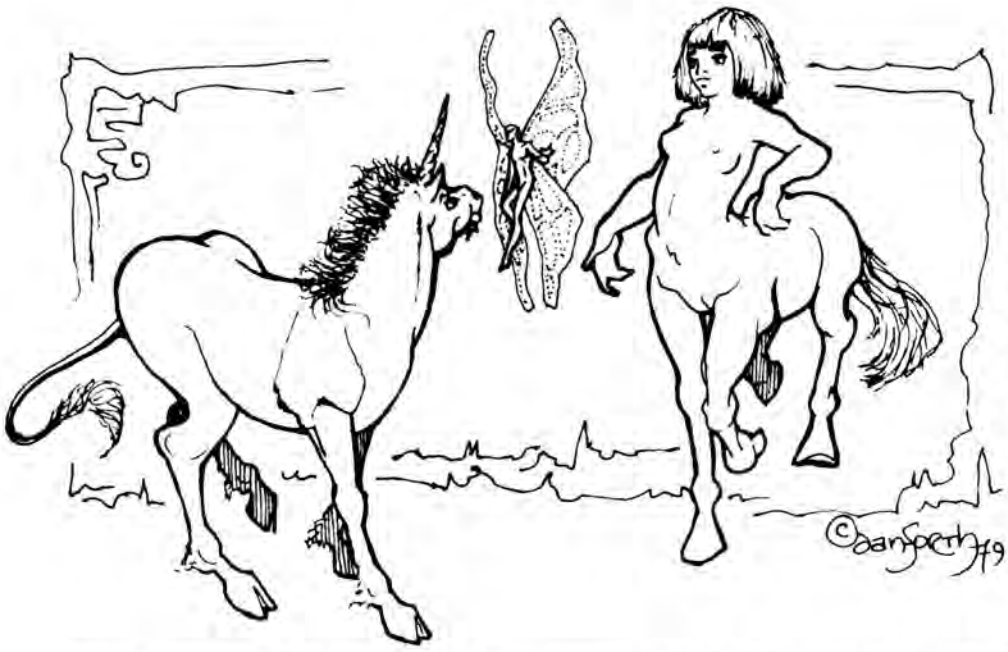
Our crew, not knowing when to leave well enough alone, had followed the robots and beaten them to this planet once their course became obvious. Here, after a few minor scraps with the indigenous inhabitants, they stumbled across the hidden realm of High Estazon. This holding consisted of one city of a highly advanced group of humanoids who had given up space for inner peace. Well, when told of what was coming, they did the natural thing, they conned the instigators into fighting for them. They provided the weapons and used their Soul replicator to take the original five and produce an army of doublegangers. Each group then took on a group of robots, who of couse were after the city.

Well the battle was hot and heavy with the outcome in great doubt. Richard, armed with his atomic microcannon, was blowing great chunks out of the robots and looked to be winning his little set-to. But then it happened. Firing one particularly telling burst, he appeared to have destroyed his opponent. Advancing jubilantly into the smoke and oil to put the finish to the hunk of junk, he found, when it cleared enough to see, that the robot was not quite dead. In fact, it was preparing to fall on him. Well cursing the judge mightily, he fired one last time and took himself and the robot into the annals of galactic history.

Eventually, heroics and advance weaponry told out, and the surviving adventurers emerged victorious–the two left alive anyway. So heading back to the city to get what they hoped would be a just reward, they were in time to see it take off and sail majestically into the heavens. Ah the judge was not too popular that day. Many other adventures followed as the players created new and ever more dangerous characters. Eventually they became so unpopular with the empires that they had to start performing a few good deeds, did that ever hurt their image.

Ah, I remember one particular event when they were trying to clear up a little problem on a planet for the Ursoids. Well, Richard's character had picked up a pet a while ago that established a symbiosis with him. It was only a little furry ball that was apparently harmless and took a liking to Richard. So attaching itself to him, it proceeded to cover him in fur over the next couple months–a particularly attractive silver grey fur. There were a few good side effects, like increased reaction time, endurance, plus better healing capabilities. So finally accepting this cute this little ball of fur (his own words now), he went on this trip to clear out a troublesome lifeform from a planet. Well they succeeded and were headed back to the ship when they encountered a pulsing ball of silver light (a male energy beast), which for some reason was totally interested in Richard and Richard only, ignoring all the others. Well they did find out what the fur ball was, the female form of an energy beast. The mating ritual and fireworks were beautiful. So handing the dice to Richard, I gave him his one chance in a hundred–so what happens, a 00. Always they roll it when they shouldn't. So following the molecular compaction that took place in his body, Richard went into suspended animation for one year. At the end he emerged with greatly enhanced abilities. Made of compressed matter (still same size but the weight was greater), and an inate ability to control gravity. Did he ever have fun trying to learn the last part, unfortunately his hosts didn't care too much for his experiments, especially since they lived on a satellite (did he ever make some structural modifications!).

Well those were my brief encounters with being in and running role-playing happenings. From the latter evolved a set of adventure rules that mesh with the rules in *Star Empires* and *Star Probe*



and will eventually be brought out by TSR. In effect, they ended up being delayed by three years while I was in Germany keeping the country safe from the Crimson Tide. That and consuming large quantities of German beer and wine took considerable time. But now the rules are done along with the re-writes of the two rules plus a set of Tac rules all of which tie together into one whole work to enable the gamer to play at any level desired. As to when they will be out, that hasn't been decided yet by TSR but hopefully next year some time.

Now it's on to other works that I've had sitting around waiting for me to get to work on them. I hope to get out a few board games, one fantasy and the other space, in the near future. But getting time to work on these hobbies is sometimes quite difficult while in the army. What really is upsetting is buying a good looking game and then not getting the time to play it. But enough of difficulties, my philosophy on gaming is: play whenever you get the chance wherever you can find them.

I plan on continuing to try to come up with more and different types of space games. You may have noticed that I have a decided preference for space gaming of any kind. I hope to find a system that is outstandingly interesting to play and doesn't require much paper work but still produce that flavor of running your own empire. To me that is always a drawback in a game–The Budget. Even my game *Star Empires* had it as will the new rewrite. I'm still experimenting with games that will allow great technical developments and large force deployment but do not require a budget. I've developed a political goal chart that with other tables gives you choices based on what your empire contains (economic value of same). But still have not quite got it right. Plan on trying to use it in another game I'm working on. Though I believe implicitedly in simplicity, it has proved to be an illusive mist for me as any player of *Star Empires* can attest. But I will continue to strive for it. I get so upset at games that take longer to set up then to play. I feel that no game should require more than 15 minutes to get ready to play, i.e., set up the board and pieces. I know I'm guilty of violating the above but I keep trying to achieve the above goal.

Enough of my meanderings and thoughts, I'll just close with one more speech. Let's spread simulation and keep on playing.

SCOTT BIZAR

Scott is one of the more controversial personages in our hobby. If you knew him well enough, you would know that he is actually a very nice guy and would be an excellent friend.

My Life in Role Playing (If you are really interested)

Well, I'm still somewhat taken aback that ye olde editor is after my background when I've never been primarily known for my brilliant contributions to RPG. I'm just an editor, and sometimes game designer, who has learned enough to know that he cannot do everything well, and the major thing that I cannot do well is design RPGs. Nonetheless, I guess I have some degree of involvement in the phenomenon so I'll take this opportunity to straighten out any misconceptions over what I have and have not done.

My first exposure to role play, as with most others, was when I bought *D&D* (along with TSR's Barsoom rules) when they were first released. I immediately ran home (drove, but who really cares about that kind detail) and attempted to play. I had invested $100 in figures for the Barsoom rules and after painting the first ten or so quickly, experimented with the rules and found them to be infantile and not overly playable by a serious miniatures gamer. That still left *D&D*. At first we could not make any headway with those rules as they never explained how to play. When we did figure it all out, we found that it was not worth the effort. With wizards not carrying swords (where did that misconception come from?) and buying spells with gold (gold=experience points) in some kind of supermarket of magic, and the simplistic combat system, we could not balance the game with our own knowledge of fantasy and the fantasy tradition. I still think that the biggest factor against the game was that it missed the entire point of most fantasy, that the wizard does not go off adventuring except in the case of world shattering events, as in the case of Gandalf. Wizards have better things to do than risk their overstuffed brains and heads in dangerous tasks. The entire tradition of heroic fantasy has the wizard hiring Conan or Fafhrd and the Grey Mouser to do the adventuring for them. Well, needless to say, this was not the game for us.

On that level, and that level only, I guess it can be said that we owe our start to TSR. We simply did not like their games and felt we could do a better job. Whether or not we have is purely a matter of opinion, but we have done so for our gaming needs and tastes.

To demonstrate how far we were from role play back then is simple. Our first idea was that we could do a proper set of miniatures rules for fantasy. We were miniatures gamers and fantasy buffs. I'd always wanted to do a set of Conan rules, and having Lin Carter for a roommate at the time did not make it overly difficult to obtain expert advice, so that is what we did. In fact, *Royal Armies of the Hyborean Age* was our first fantasy title, still one of our most popular, and it has nothing whatsoever to do with RPGs.

Despite projects like *Bunnies & Burrows*, which was independently designed by the truly professional Dennis Sustare with Scott Robinson, we were still primarily miniatures oriented until August of 1976, when we met Ed Simbalist and

Wilf Backhaus and first heard of their project, which became *Chivalry & Sorcery*. *C&S* may have been influenced by me, and I know they appreciated my screaming for realism and a "truer" magick system, but I had nothing to do with the actual design. The same is true of *Starships & Spacemen* and our latest entry into this field, *Villains & Vigilantes*. Thus, while I may stand around and yell alot about how a game needs to be complete in one package and should cover all areas so often left out of RPGs, this is only an editorial function. To further demonstrate my own lack of ability in RPG design, the reader has only to remember that I did design *Flash Gordon and the Warriors of Mongo*. That was a project where we had no design freedom and were required, by contract, to force players to follow the adventures of Flash Gordon with little or no deviation. Yet, despite these limitations, I am convinced that most of the designers who have written in this column could have done a better job than I did. That was my last RPG design and I have no plans to do others. I now simply pass my ideas for games along to our various design teams and allow them all the design freedom they could want. A perfect example is our forthcoming (it should be out by the time this sees print) *Gangster!* It was a project that I could not do alone so planned to do with Ed Simbalist. When we had the offer of design work from some of our usual group, one of whom was a NY City police sergeant, we passed the project on to them. In that it was their first design I have been involved in the rewriting and clarification of most of the rules, but I have not designed any of the game systems.

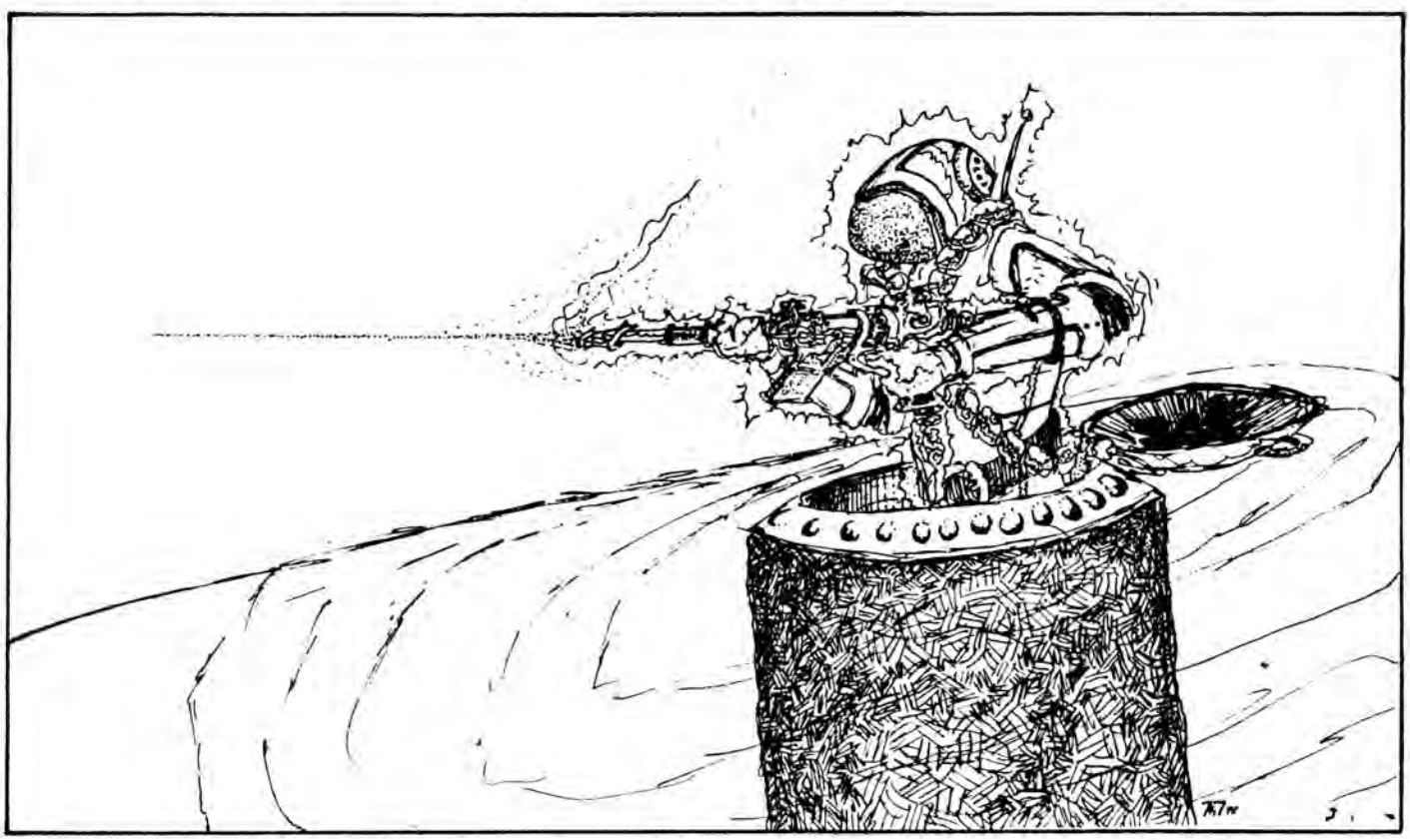
Thus, my own contributions to RPG are minimal as a designer. I'd like to think that they are worthy of note in an editorial capacity since we stand for a certain amount of quality and completeness that has been lacking before we became involved in this area. But, please don't confuse who should get the credit if you like one of the RPGs we've published, this credit belongs to the designers, not to me as the editor.

I do play role assumption games regularly, so they do play a part in my life. The first such game that really caught my fancy was GDW's *En Garde*, a really fine RPG that can be expanded beautifully. I'm easy to con into running *Starships & Spacemen* and I expect to run a great deal of *Gangster!* Yet, I am not the usual image of a Gamemaster as I am not really masochistic or sadistic enough to go to all the work required to be our group's *C&S* GM. That, I will always leave to Ed Simbalist or Wilf Backhaus when they are in New York, or to our own Rusty Young who runs our local campaign.

The only other thing that I will claim credit for is being the first game publisher to state in print that no rules are perfect. Every group should modify all rules (even ours) and adapt ideas from anywhere and everywhere to improve the rules to fit that group's own tastes and needs. We print rules that fit our needs and will not object to any changes made to fit the needs of others. With all the good stuff around these days, it seems impossible that someone would run any one set of rules without using some systems from some other set of rules. That is why we are all into RPG or FRP. These are the key terms, not the name of any one game.

You'll see a great deal more in the way of RPGs from us, some of which are from ideas generated by myself or within our own group, but others are from freelancers who simply contact us in hopes that we'll be intrigued by their ideas (and we often are!). The main thing is that the designers of the games deserve the credit and not screaming and ranting types, like myself, who often make the designers' lives miserable by our incessant demands for yet more detail or background.

I will claim credit for being the first game publisher to state in print that no rules are perfect.



BOARD GAMES

Some recent board games that may be of interest to our readers.

FREEDOM IN THE GALAXY

SPI's latest SF strategic board game comes with a 22"x34" mapboard, 140 cards representing characters, possession, missions, galactic events, and strategic assignments, 400 counters, two dice, 12 page galactic guide with charts, and a 32 page rulebook. Designed by Howard Barash and John H. Butterfield, the rules include planetary defense bases, search, hyperjumping, sovereigns, taxation, and imperial atrocities. Comes in three levels of play, star system, province, and galactic, with many scenarios for 2 players. Available boxed from SPI, 257 Park Ave S, New York, NY 10010, for $20 postpaid, NY and NJ residents add appropriate sales tax.

DIRECT CONFLICT IN DIMENSION SIX

A strategic space game of conquest for two players, it comes with two special movement boards, 240 counters, marker pen, a pad of ship status logs, dice, and an eight page rulebook. The game has starships, page stations, and missiles, among others. Available boxed from Dimension Six, 4625 S Sherman St, Englewood, CO 80110, for $10 postpaid.

TRIREME

A game on the Greek and Roman warfare, it comes with almost 500 counters, a 22"x 28" mapboard, charts and tables sheet, a pad of ship status log sheets, and a 40 page rulebook. There are rules for boarding, ramming, missiles, grappling, morale, surrender, weather, oar rakes, towers, and flame weapons, With many scenarios, it was designed by Ed Smith/Decalset. Comes boxed from Heritage Models, 9840 Monroe Dr, Dallas, TX 75220, for $13.95 plus $1 for postage and handling, Texas residents add 5% sales tax.

STELLAR CONQUEST

This is the new version of a game that first appeared in 1974. Played by 2-4 players, the components include a 17"x22" map, 480 counters, data sheets, 78 star cards, player record sheets, two dice, and a 16 page rulebook. The game requires production, technological research and development, and secret negotiations to win. Comes boxed from Metagaming, PO Box 15346, Austin, TX 78761 for $12.95 plus 50 cents for postage and handling. Designed by Howard Thompson.

BEASTLORD

This is a fantasy board game for 2-4 players fighting to control a valley. The components include two 21"x28" mapboards, one strategic and one tactical, 640 counters, four counter set-up sheets, war council objective cards, cardboard screens, storage tray, two dice, and a 24 page rulebook. Designed by Michael S. Matheny, special rules include ambush, seige operations, spys, facing, archery, and morale. There are also many magic rules. Comes boxed, available from Yaquinto, PO Box 24767, Dallas, TX 75224, for $15 plus $1 for postage and handling, Texas residents add 5% sales tax.

COLONY DELTA

A two player game of two races attempting to colonize a planet. The 22"x17" mounted mapboard depicts the planet surface. Unit types include colonists, peacekeepers, hovercrafts, submarines, spaceports, shuttles, turtles, and domecraft. Basic game has farming, mining, and weather rules. The advanced game has rules on technology, taxes, overrun, and automatic victory. The comes boxed, 13 pages of rules, 325 unit counters. It is designed Adam L. Gruen and available from Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576 for $12.

SAMURAI

A game of politics and warfare in feudal Japan for 2-8 players, it comes with a 22"x 28" map, 360 counters, four clan charts, and an 18 page rulebook. Designed by Dan Campagna, there are rules for hostages, ninjas, imperial titales, naval battles, and garrisons. Comes boxed from Heritage Models, 9840 Monroe Dr, Dallas, TX 75220, for $12.95 plus $1 for postage and handling, Texas residents add 5% sales tax.

KNIGHTS AND KNAVES

A game for four or more players, comes with a 17"x22" mapboard, 474 counters, 2 dice, counter tray, and an eight page rulebook. Players play one of three possible roles: emperor, patriarch, or noblemen, all trying to take control of a loosely organized empire somewhere in Europe during the Middle Ages. Designed by Albert A. Nofi, the rules include excommunication, assassination and conspiracy, taxation, mercenaries, magic, plagues, and usurpation. $10 from Nimrod, 556 Green Pl, Woodmere, NY 11598. Comes boxed.

RAIDERS & TRADERS

This is a board game simulating the trade and warfare of bronze age Greece. Comes with a 22"x34" mapboard, 300 counters, money counters, fate, oracle, and god cards, and a 16 page rulebook. For 1-4 players, special rules include initiative, investment, campaign, fleet combat, amphibious operations, blockade, treaties, revenue, supply, asylum, cyclopean walls, and fertility. Designed by Donald A. Dupont, it is available from the Chaosium, PO Box 6302, Albany, CA 94706, for $11.95 postpaid, Calif. residents add appropriate 6% or 6½% sales tax.

MIDDLE SEA

This is a game of economics, warfare, and diplomacy in the Mediterranean world around 1200 A.D. Area movement, the mounted map is 25"x11" covering the Mediterranean and its immediate vicinity. 384 cards represent leaders, armies, ships, keeps, spy rings, and walled towns. The 266 unit counters include trade centers and currency. The 16 pages of rules include leaders, land, sea, and amphibious movement, land and sea combat, control of provinces, winter turns, fortifications, siegecraft, plunder and damage, espionage, and special provinces. It is boxed and available from Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576 for $20. Designed by Terence Donnelly and Wilf K. Backhaus.

JOHN CARTER, WARLORD OF MARS

This game simulates the world of Edgar Rice Burroughs' Barsoom. The game runs in two stages, the Duelling game is at the man-to-man level and the Strategic game is an advanced version of the Duelling game. There is also a Military game which is on a grand strategic level. 28 pages of rules cover adventurous encounters, befriendment, treachery, remorse, love and romance, acquisition of weapons, fliers, thoats, imprisonment, arena duel, and special rules for personalities. Comes with 400 back printed unit counters, 22"x34" game map, 167 cards for movement, random events, acquisition, and maneuver/option, two eight page booklets of charts and tables, and 16 pages on the world of Barsoom by Scott B. Bizar. The game is designed by Mark Herman and developed by Eric Goldberg. It comes boxed and is available for $20 from SPI, 257 Park Ave S, New York, NY 10010. NY and NJ residents add appropriate sales tax.

REICH

This game simulates the unification struggles of Germany during the middle of the last century. There are rules for taxation, diplomacy, revolts, and mobilization. Designed by Jonathan Michael, components include 17"x 22" mapboard, 300 counters, random event cards, money tokens and 8 pages of rules. For 1-4 players, the game is available from the Chaosium, PO Box 6302, Albany, CA 94706, for $11.95 postpaid, Calif. residents add appropriate 6% or 6½% sales tax.

GODSFIRE

This is a 2-8 player SF wargame that includes politics, diplomacy, and economics. Not recommended for the novice, the different scenarios can take from four hours to several days to play. Components include a 44"x 34" strategic map, 960 counters, 15 system sheets, eight national government sheets, money counters, data reference sheets, two dice, and a 16 page rulebook. Designed by Lynn Willis, it is a new edition of an earlier version. Comes boxed from Metagaming, PO Box 15346, Austin, TX 78761 for $15.95 plus 50 cents for postage and handling.

WAY OF THE GAMER

Encounter Systems

by Stephen L. Lortz

When a game master designs an imaginary world, it's not sufficient for him to draw maps of the spatial dimension alone, a GM also needs to develop a conception of how "process" unfolds within his creation since the game represents an action flowing through time as well as space. The form or mechanical operation of the process is dictated by the game's move structure and scales, but the content of the process is determined by the game's encounters.

These encounters fall into several categories depending on their degree of prearrangement and the circumstances under which they occur. Planned encounters are those whose natures and details have been carefully thought through in advance, while random encounters are those that occur stochastically during the course of play. Planned encounters with prominent non-player characters and the monster guardians of planted treasure constitute the skeleton of a GM's fantasy campaign, while random encounter systems initiate relatively routine interactions or introduce an element of serendipity.

We can shed some light on the functioning of random encounter systems by comparing a game's moves, which represent specific amounts of game time, to the hexes of a game's mapsheets, which represent specific amounts of game space. Where the hexes on the map are filled with geographic features, the moves are filled with interactions between the player characters and their environment. Just as the map's terrain key is a note regarding the imaginary landscape, the game's random encounter systems are notes regarding the occurance of environment initiated interactions outside the specific situations designed by the GM.

At the heart of a random encounter system are the probabilities assigned by a designer or GM to the occurances of various events. A game master uses these probabilities along

ARDUIN

PERIODIC ENCOUNTERS

On Civilized Roads
- Rolling Interval: 1 roll per hour
- Probability: 10%
- Probable Frequency: 1 encounter every 10 hours
- Types: troops, populace, serious and whimsical monsters

In the Dungeon
- Rolling Interval: 1 roll per hour
- Probability: 33.3%
- Probable Frequency: 1 encounter every 3 hours
- Types: serious and whimsical monsters

Overland and Waterborne Travel
- Rolling Interval: 1 roll per hour
- Probability: 16.7% daylight, clear terrain; 33.3% woods, marsh, or jungle; chances doubled (33.3% and 66.7%) at night
- Probable Frequency: from 1 encounter every 6 hours to 1 encounter every 90 minutes
- Types: serious and whimsical monsters

Random Events
- Rolling Interval: 3 rolls per Arduin month
- Probability: approximately 60% on each roll
- Probable Frequency: approximately 1 encounter every 17 days
- Types: political unrest, intrigues, muggings, false arrests, illnesses, love affairs, etc.

SITUATIONAL ENCOUNTERS: none given

with a random number generator, usually dice, to determine what specific encounters actually occur during the course of play. Most rules break the determination of a random encounter down into two steps, a die roll to determine if an encounter occurs and another die roll to determine the nature of the encounter. Depending on the condition that triggers the roll to see if an encounter occurs, there are two sorts of random encounters; "periodic encounters" which are rolled for at given game time intervals, and "situational encounters" which are rolled for when the player characters have gotten into circumstances where an encounter is probable.

A SURVEY

In the following survey of some popular random encounter systems, "Rolling Interval" indicates the game time frequency at which the game master rolls to see if a periodic encounter occurs, while the "Probability" of an encounter is given as a straight percent since the game cited use a variety of dice and some incorporate the roll to see if an encounter occurs with the roll for type of encounter. "Probable Frequency" shows the general game time frequency at which encounters will occur, and "Types" refers to the kinds of creatures and conditions encountered.

A GENERAL SYSTEM

Every fantasy world is the unique product of a unique mind; consequenty, one of the most common reactions to any fantasy RPG is a dissatisfaction with the game's random encounter systems. While the casual GM can content himself with the game's standard encounter systems, nearly every serious GM eventually draws up a set of custom tables that reflect his own conception of the fantasy process. The following system is the general portion of the random encounter system I use in my own campaign. The system is set up to be operated in three steps; (1) consult the appropriate chart and roll 1D6 to see if an encounter occurs, (2) consult the appropriate table and roll 1D100 to determine the general type of encounter, and (3) consult the appropriate list of specific entities and roll 1D100 to find the exact type of encounter. I've omitted the third portion of the system in this article because my own lists are too specialized to be of general interest at the present time. The material given can be used with any set of medieval fantasy rules if a GM cares to draw up lists of specific entities proper to his own campaign.

The Periodic Encounter Chart is divided into six major sections depending on the type of location in which the characters are operating. These sections are further sub-divided according to the characters' general activity. "Travel," "Search," and "Ambush" are self-explanatory terms, but "Sojourn" may require a bit of interpretation. The characters are considered to be sojourning if they are making game time in one place. Characters usually sojourn at night to regain powers which are regenerated daily, or for longer periods in order to study and perform research.

During daylight, roll for the general type

BUSHIDO

PERIODIC ENCOUNTERS

In Battle
- Rolling Interval: 1 roll per hour
- Probability: 0%-100% depending on the player character's courage and the tide of battle
- Probable Frequency: a maximum of 1 encounter every hour
- Types: enemy warriors, surroundings, and escapes

At Court
- Rolling Interval: 1 roll per month
- Probability: 80%
- Probable Frequency: approximately 1 encounter every 37 days
- Types: battles, hunts, and contests

Overland Travel
- Rolling Interval: 1 roll per 12 hours
- Probability: 16.7% daylight, clear terrain; 33.3% rought terrain; 50% mountainous terrain; +16.7% at night or for road or river travel
- Probable Frequency: from 1 encounter every 3 days to approximately 1 encounter every 21 hours
- Types: men, beasts, legendary beings, supernatural beings, and natural phenomena

SITUATIONAL ENCOUNTERS

Overland Travel
- Situation: entering a village
- Probability: 50%
- Probable Frequency: 1 encounter every 2 villages entered
- Types: bandits, serious monsters, ninja, and merchant bases

CHIVALRY AND SORCERY

PERIODIC ENCOUNTERS

On the Fief
- Rolling Interval: 1 roll per hour, daylight; 1 roll per 3 hours at night
- Probability: 100%
- Probable frequency: 1 encounter every hour during the day, 1 encounter every 3 hours at night
- Types: peasants, patrols, and animals

On the King's Highway
- Rolling Interval: 1 roll per 2 hours, daylight; 1 roll per 3 hours at night
- Probability: 50% daylight, 75% at night
- Probable Frequency: 1 encounter every 4 hours
- Types: travellers, populace, bandits, patrols, false alarms, serious monsters, and animals

Woodlands, Mountains, and Hills
- Rolling Interval: 1 roll per 2 hours
- Probability: 100%
- Probable Frequency: 1 encounter every 2 hours
- Types: foresters, animals, brigands, and serious monsters

On Urban Streets
- Rolling Interval: 1 roll per 2 hours
- Probability: 40%-90% depending on the time of day
- Probable Frequency: approximately 1 encounter every 2 hours through 1 encounter every 5 hours
- Types: populace, civic watch, and serious monsters

SITUATIONAL ENCOUNTERS

Overland Travel
- Situation: arriving at a bridge
- Probability: 90%
- Probable Frequency: 1 encounter at all but every 10th bridge
- Types: knights errant, and trolls

ORIGINAL DUNGEONS AND DRAGONS

PERIODIC ENCOUNTERS

Underworld
- Rolling Interval: 1 roll per 10 minutes
- Probability: 16.7%
- Probable Frequency: 1 encounter per hour
- Types: serious monsters

Wilderness
- Rolling Interval: 1 roll per day, normal movement; 2 rolls per day, afloat or aloft
- Probability: 16.7% clear terrain; 33.3% woods, river, or desert; 50% swamps, or mountain
- Probable Frequency: from 1 encounter every day to 1 encounter every 6 days
- Types: serious monsters

Astral, Etherial, and Underwater
- Rolling Interval. not given
- Probability: not given
- Probable Frequency: not determinable
- Types: serious monsters

SITUATIONAL ENCOUNTERS

Underworld
- Not explicitly given, but implied by example in *D&D* Vol. III.

Psionic
- Situation. use of a psionic power by a player character
- Probability 16.7%
- Probable Frequency: 1 encounter every 6th use of psionic powers
- Types: serious monsters

of encounter under the appropriate terrain heading on Table A. If the encounter has occurred at night, however, roll for its general type under the "Nocturnal" heading, with the following exceptions; if the characters are in a dungeon or sepulchral place, or are aloft, roll under the normal heading; if the characters are at sea or in town, roll for the general type of night encounter on Table B or C.

On Table A, "Tillage" indicates the general countryside in a cultivated land, known as "clear" or "civilized" in some games. The difference between "Highways" and "Roads" lies in the fact that Highways are maintained and patrolled by some civil authority while Roads are not. Authorities met on a Highway tend to be routine patrols, while authorities met on Roads tend to be on some specific mission. The "Sea Lanes" and "High Seas" of Table B are distinguished by the same criteria, with the authorities routinely patrolling the Sea Lanes. I established these differences between patrolled and unpatrolled trade routes to accommodate those of my players who wished for their characters to pursue careers as pirates and highwaymen.

The categories "Authorities," "Civic Watch," "Merchants," "Outlaws," "Thieves," "Pirates," "Local Folk," "Animals," and "Marine Beasts" are fairly defined by their titles. "Sundry Folk" are knights errant, couriers, wandering wizards, NPC adventurers, damsels in distress, and other assorted human inhabitants of the fantasy genre. Since powerful NPCs sometimes desire for their true identities to remain unknown, they often travel disguised as some innocuous individual. If the encounter table didn't provide for an occasional ordinary woodcutter or old hag, the appearance of such a character in the game would be a dead give-away to the players that the GM was up to something, so the Sundry Folk include a few of these commoners.

The monsters have been divided into Legendary Beings and Occult beings due to some mechanical peculiarities of my campaign. "Legendary Beings" are fantastic physical beings such as dwarves, elves, goblins, trolls, dragons, and the like. "Occult" beings are divided into three major types, spirits such as angels and demons, the discarnate dead such as spectres and wights, and the incarnate dead such as mummies, vampires, and animated skeletons.

PERIODIC ENCOUNTER CHART

	Rolling Interval	*1D6 Score*	*Table*
CROSS COUNTRY			
Travel by Day	12 hr	4+	A
Travel by Night*	1 hr	6	A
Search*	1 hr	5+	A
Ambush*	1 hr	6	A
Sojourn	12 hr	4+	A
ON ROAD			
Travel by Day	12 hr	4+	A
Travel by Night*	1 hr	6	A
Ambush*	10 min	6	A
Sojourn by Day*	10 min	6	A
Sojourn by Night	12 hr	4+	A
IN THE DUNGEON			
Travel	10 min	6	A
Search	10 min	6	A
Ambush	10 min	6	A
Sojourn	1 hr	6	A
ALOFT			
Travel	12 hr	4+	A
Search*	1 hr	6	A
Sojourn	12 hr	4+	A
AT SEA			
Travel	12 hr	4+	B
Search†	1 hr	6	B
Sojourn	12 hr	4+	B
URBAN			
Travel by Day	10 min	5+	C
Travel by Night	10 min	6	C
Search	10 min	5+	C
Ambush	10 min	6	C
Sojourn by Week	1 week	3+	D

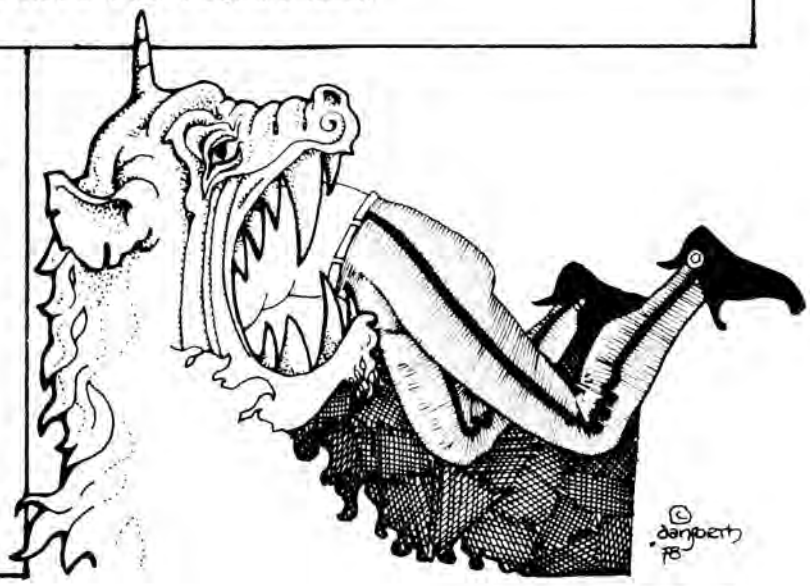
* If the terrain is anything other than mountainous, ignore scores greater than 90 on the general tables. If the terrain is mountainous, ignore scores greater than 80.

† If the roll is being made during the day, ignore scores less than 21 on the general tables.

SITUATIONAL ENCOUNTER CHART

	1D6 Score	*Table*
OUTSIDE DUNGEON		
Arrive at:		
Sepulchre	5+	A
Inn	3+	D
Town	3+	D
Crossroads**	3+	E
INSIDE DUNGEON		
Open Door	6	A
Round Corner	6	A

** Including fords, bridges, and passes.



ENCOUNTER TABLES

TABLE A

Highway	*Road*	*Tillage*	*Nocturn*	*Sepulch*	*Dungeon*	*Encounter*
01-20	01-05	01-05	01-05	01-05		Authorities
21-30	06-15	06-10	06-15	06-20	01-05	Outlaws
31-60	16-30	11-15				Merchants
61-80	31-45	16-25	16-20	21-30	06-10	Sundry Folk
81-85	46-60	26-60	21-25	31-35		Local Folk
86-90	61-75	61-90	26-45	36-45	11-25	Animals
	76-90		46-80	46-65	26-80	Legenday Beings
			81-00	66-00	81-00	Occult
91-97	91-97	91-97				Tempest
98-00	98-00	98-00				Cyclone

Aerial	*Forest*	*Swamp*	*Plains*	*Desert*	*Mount.*	*Encounter*
	01-05	01-05	01-05	01-05	01-05	Sundry Folk
	06-10		06-20			Local Folk
01-30	11-30	06-25	21-45	06-10	06-15	Animals
31-90	31-90	26-90	11-85	11-85	16-80	Legendary Beings
				86-90		Occult
91-97	91-97	91-97	91-97		81-87	Tempest
98-00	98-00	98-00	98-00	91-93	88-90	Cyclone
					91-95	Blizzard
				94-00		Sandstorm
					96-00	Avalanche

TABLE B (+20 if at night)

Sea Lanes	*High Seas*	*Encounter*
01-07	01-07	Tempest
08-10	08-10	Waterspout
11-17	11-17	Doldrums
18-20	18-20	Maelstrom
21-40	21-25	Authorities
41-70	26-40	Merchants
71-80	41-50	Pirates
81-85	41-55	Sundry Folk
86-90	56-70	Marine Beasts
91-100	71-100	Legendary Beings
101-120	101-120	Occult

TABLE C (+35 if at night)

Urban Streets	*Encounter*
01-30	Merchant
31-55	Civic Watch
56-70	Sundry Folk
71-85	Local Folk
86-110	Thieves
111-135	Occult

TABLE D

Inn	*Urban*	*Encounter*
01-05	01-10	News from Afar
06-25	11-30	Opportunity
26-30	31-35	Fire
31-50	36-40	Riot
	41-60	Watched by Magistrates
	61-80	Watched by Thieves' Guild
51-65		Turned Away
66-85	81-90	Victim of Attempt
86-90	91-95	Plague
91-00	96-00	Occult

TABLE E

D100	*Encounter*
01-30	Sundry Folk
31-40	Legendary Beings
41-50	Occult
51-00	Table A, Highway or Road, 01-90

"Tempests" are storms of sufficient violence and duration that they affect travel. A Tempest prevents characters ashore from travelling, but at sea, a Tempest drives all shipping before it. This can have dire consequences for a vessel standing off a lee shore. "Cyclones" are whirlwinds with the capacity to transport characters like the tornado did in *The Wizard of Oz*. A "Blizzard" is a snowstorm that prevents travel and can kill characters not prepared to withstand the cold, while "Sandstorms" are rainless desert Tempests that obliterate landmarks and trails. The "Doldrums" are windless days at sea which prevent the movement of sail-powered vessels. "Waterspouts" are oceanic Cyclones, while "Maelstroms" are their submarine counterparts, extending into the watery realms.

On Table D, "News from Afar" indicates that a character receives some sort of message. In campaigns where the characters are outfitted with social and familial backgrounds, messages will probably be from these sources. As a campaign progresses, the message might come from NPC contacts the player-characters have made in earlier adventures. An "Opportunity" might be a rumor or legend, or an offer from an NPC of a chance for the characters to invest money or effort in some venture. If the characters are being "Watched" by the Magistrates or the Thieves' Guild, it means that the indicated body is inquiring into the character's affairs, and there's a strong possibility that covert operations being carried out by the PCs will be discovered. These inquiries aren't always public, and the players won't necessarily know that their characters are being watched.

A result of "Victim of an Attempt" could mean any one of a number of unpleasant things. A character might be falsely accused before the Magistrates by some rival, or drafted into the army, he might be shanghaied by an unscrupulous ship-master or stolen by the gypsies. He might wake up in an alley after being slipped a micky finn, or return home to find his room being burglarized. He might simply be mugged. If "Plague" strikes, each character will have a 67% chance of being exposed, in which case, the character will have to make a successful Constitution Saving Roll or die.

LOOKING FOR MORE GAMERS IN YOUR LIFE?

Looking for other gamers? *Different Worlds* will run notices for our readers that are looking for more players for their games. Simply send us your name, address (with zip!) and/or phone number (with area code!). If you only send a phone number you must at least give your city, state, and zip. Give the RPG systems that you are interested in (if you are also interested in playing other types of games, add "general games" or "board wargames"). Let us know the number of issues in which you want the notice to appear—maximum of six to keep the list updated. If you wish to remain listed after the six issues, simply send another notice. If you do not specify the number of appearances, it will run only once. This service is open to anyone and is free until further notice.

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Nr. 1 Feb/Mar '79
Beginner's Brew: "What is all this stuff?"; *D&D* Variant: Specialty Mages; My Life & Role-Playing; *Different Worlds* Presents the World of Archaeron, A *C&S* Campaign; *RQ* Cult: the Cult of Geo; What is a Role-Playing Game?; *Authentic Thaumaturgy*: Quest for the Sacred Melita.

Nr. 2 Apr/May '79
Beginner's Brew "... and you say that this is a game?"; Review of *Legacy*; Specialty Mages Part 2; Character Name Tables; My Life & Role-Playing Continued!; *Starships & Spacemen* Expansion Kit; *Different Worlds* Presents: Arduin, Bloody Arduin; *RQ* Cult: The Cacodemon Cult; The Way of the Gamer: Dramatic Structure of RPGs; A Letter From Gigi.

Nr. 3 Jun/Jul '79
A Review of *Bushido*; My Life & Role-Playing 3; Research and Rules; Specialty Mages Part 3; Role-Playing: How to Do It; Druid's Valley, A *Bunnies & Burrows* Campaign; *RQ* Cult. The Three Feathered Rivals Cult; *D&D* Variant: A New Clerical Cure System; A Letter From Gigi.

Nr. 4 Aug/Sep '79
Games to Gold; Beginner's Brew: Mastering Your First Adventure; Kirk on Karit 2: A *Star Trek* Scenario Report; Enchanted Weapons Table; The Way of the Gamer: A Perspective on Role-Play; *Hero Quest* Preview: Waha's Quest; A Letter From Gigi.

To be or not to be a Pure Strain Human that is the question!

by James M. Ward

In travelling about the world created by the TSR role-playing game *Gamma World*, I and several other very capable game designers noticed that there wasn't any real reason to become a Pure Strain Human. Mutant humanoids were given powerful abilities to use against their enemies. Mutated animals were given not only abilities but their natural powers to fight enemies. Therefore, players trying to maximize their surviving chances took up these types instead of the human. The time has come for a much needed change.

Pure Strain Humans should have a minimum intelligence of 15 to allow for only the best of the breed surviving the Time of the Great Destruction. Along the same lines, humans receive a bonus of one point in figuring out anything that was created before the Time of the Great Destruction.

Because of the nature of Pure Strain Humans when compared to their mutated counterparts, they have abilities of a better nature. Concepts like charisma, constitution, and strength must be at a bonus 3 points when rolling up for the game situation. In dealing with their hit points, the harder nature of the human must be considered so that while mutants and animals receive a 1D6 roll, a human will receive a 1D8 roll for each of his or her constitution points. These additions given to a human will allow them to go past the normal 18 given on the chart for mutants and this is well and good considering the nature of the surviving human.

In using all weapons when comparing humans to mutants, with all things being equal, a human should have an innately better chance to hit (bonus 1 point with any weapon the human's tribe uses). Along much the same line is the use of medical devices that were built in the dim past. When using them, the figures given were for their use by mutants and on mutants. When using devices of healing on a human (for which these devices were constructed in the first place) one should double the powers of healing.

Players will often try to teach the use of a device to others that they are traveling with so that in the case of an emergency, more than one being can use any given item. Humans have, down through the past, displayed an innate ability to learn new concepts. With this thought in mind, the human should receive a bonus of 3 points in figuring out items that instruction has been given on.

One of the primary advantages in being a Pure Strain Human deals with the recovery of ancient artifacts from still functioning cities and installations. All such places will have security checks that a human will be able to pass through while a mutant will be blown away.

With last thought in mind one must take into consideration the differences between a human and a mutant that outwardly appears to be a Pure Strain Human. They both have clearly different odors that some types of electronic sensors and certainly animal abilities can detect. The brain waves of each are so different that high level robots and computers can tell in an instant which is which. This feature can sometimes be hidden by mutations like the Mental Defense Shield. The vocal patterns of each are different and easily noticed by all robots. In 99 out of 100 cases, the blood color of mutants is far different from humans.

The last thought that must be dealt with is what happens to the human that has been modified by radiation into a mutant type. While it is true that a human might not be physically altered, many of the points that have been listed above will be changed to disfavor the human. Their primary abilities will not change but their thinking process undergo an alteration. They will not be able to figure out items with a bonus any more. Robots and other communicating machines will not treat them as human. Their hit points will have to be rerolled with 1D6 due to the change caused by the radiation. Any ability that was beyond 18 will revert to 18 at the time of modification. Medical devices will not be as effective and the learning attention span will be altered to the deficit of the former human.

It is clear to see that viewing the Pure Strain Human in this light will make the character much more viable to any World Masters' players. Any given player should decide on what their game objectives are and choose accordingly.

DIFFERENT VIEWS

COMMENTS ON ISSUE 3

Dear *Different Worlds*,

Issue 3 had the best cover of any 'zine of 1979. Tom Clark really outdid himself.

One thing you have not had enough of is variants, especially critical hit charts, most of which can be used in any game. Hopefully you'll not put a right leg, left leg, etc., but an extensive chart which I have not yet seen in a regular publication.

Another thing I would like to see is a summary of 6-8 games each issue.

Steve Bulmer
Livermore, CA

Gentlemen

Commentary on *DW 3*.

"My Life and Role-Playing" continues on excellently. Was especially interested to read Dave Arneson's story, and await with interest his *Adventures in Fantasy* game to see how the co-author of *D&D* would have preferred those rules to be like.

"Specialty Mages" is finished at last. Thought it might require a Banish Dull New Character Classes spell to end it.

"Role-Playing: How to do it" was interesting, but more for newcomers then longtime players. Interesting to look on how I've done things as compared to the author's immodest proposals. Not too much I can disagree with in the article.

When I first saw the ads for *Bunnies & Burrows* a couple years back, all I could think was, "a rabbit RPG!?" Rabbits!? This is the first time I've ever actually known anything more about the game – "Druid's Valley" – that is. After reading an article about a game about rabbits (!?), I concede it has cultivated a great deal of interest in me. The game looks like fun! Gee whiz, who thought I'd get so interested in rabbits? I may buy this game. The only problem then would be getting my friends out their dungeons and into rabbit holes.

"The Three Feathered Rivals Cult" was an average article. Being a longtime *D&D* player, there was no way I could add *RQ* to my RPGs I play, one fantasy game of intense time requirement is enough, but the rules are good.

Another interesting letter from this Gigi person. Still a bit too gossipy in style but quite informative.

"A New Cleric Cure System" is really so unnecessary. You can do whatever you want in your games but is it necessary to fill five pages with stuff no one is going to use?

The review of *Bushido* was interesting. Samurai and martial artists have great appeal to me and the entire game sounds good.

"Research and Rules" was good advice, I guess. Having worked on lots of my own rules over the past few years since I got into wargames, Steve Marsh's words are ones I learned thru experience.

Things to come for next issue look very good.

Brian Wagner
Joplin, MO

Dear Sirs:

I would like to compliment you on a fine magazine. *Different Worlds* is the best prozine of its type. Particularly good is its emphasis upon the philosophy of RPGs. Features like "My Life and Role-Playing," "Role-Playing: How to do it," etc. Keep your publication from being tied to one particular RPG. While "Specialty Mages" was a good article, it was not well suited to your publication, and I think features like it should be avoided in the future. John Sapienza's cure system is another article of this type, and really would have been more at home in *The Dragon*, the APAs, or other zines of that ilk. My favorite articles to date were "Archaeron" and "Druid's Valley."

Robert P. Goldman
Scarsdale, NY

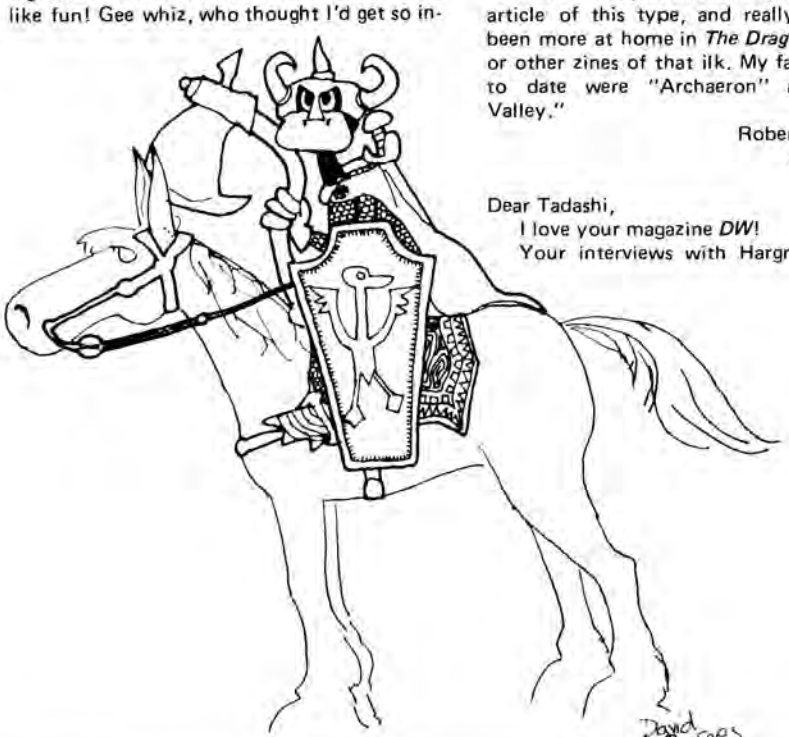
Dear Tadashi,

I love your magazine *DW*!

Your interviews with Hargrave, Jaquays, Gold, Swanson, and Niall Shapero were unique in the FRP mags (*DW 1*).

Strange, but I like your ads, and the ones in *DW 3* are the best yet. The ads are like an instant hot line as to what's happening. Have you noticed that the advertisements have become informative – paragraphs of info that read like summaries, reviews, or even scenarios?

Allen Barwick
Greenbelt, MD



RECTIFICATION OF AN OMISSION

Dear Tadashi,

I'm writing to point out an omission in Mike Gunderloy's Wind Mages. Although not mentioned in your magazine, several of the spells were given to Mike by myself and Steve Marsh.

Just for the record, I authored or inspired the following spells: Breeze, Scurry, Frenzy, and Wind Barrier (a version of which appeared in *Alarums and Excursions 32*). Steve's contributions include Detect Snails, Repulse Snails, Speak with Birds, Wings of the Raven, Buffet, Clouds to Raven, Polymorph Self to Raven, Bird Plague, Claws of the Raven, Mass Flight, and Cloudquake, along with some of the Ravenlord background. These spells originally appeared in Steve's privately published *Wind Mages*.

In addition, the Wind Veering spells were adapted from a spell by Edi Birsan, which appeared in Howard Mahler's *Quick Quincy Gazette 4*.

Scott Macaulay
Bethesda, MD

Dear Tadashi:

The original "Specialty Mages" are the creation of Steve Marsh, who started off with the Mages of Acid, I believe. Steve was instrumental in the production of my version, and offered much encouragement and advice, particularly on game mechanics. Steve also wrote a number of the spells.

Scott Macaulay, Larry Neer, and Jon Pickens are authors of some of the spells used in these rules and deserve credit as well.

Also, Frank Comito and Rick Boerger were instrumental in the playtesting and offered numerous suggestions leading to improvement in the rules.

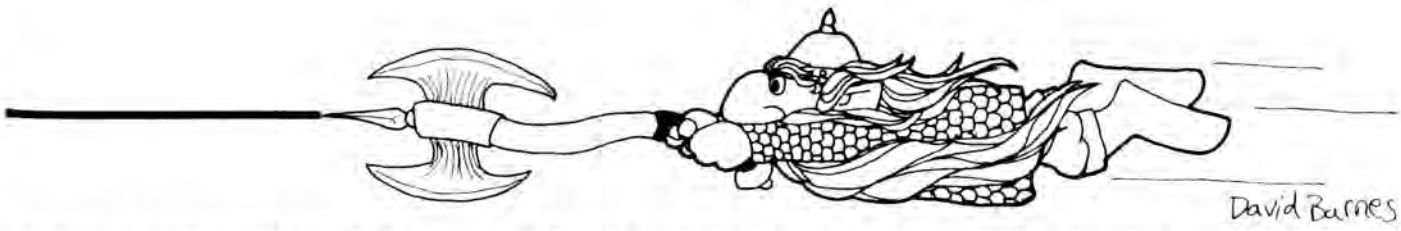
Mike Gunderloy
Alhambra, CA

Dear Tadashi:

I really liked the cover of *DW 3* in comparison to what has gone before. Hope to see continued improvement in the future.

There have been some comments about the Specialty Mage classes that I feel I should answer. At 300,000 EP, a normal (Book I of *D&D*) mage has, on the average, 29 hit points (27½ under *Greyhawk*) and spells of 4 4 4 3 3 (1st thru 5th respectively). A specialty mage has 28 hit points and spells of 8 6 4 2 (1st thru 4th respectively).

In a spell duel, the specialty mage has less firepower, and in a melee . . . well, most GMs



put mages in leather armor (AC 7) vs the mage in robes (AC 8, -1 to hit). The normal mage will also have a Shield spell going. The mage will fight on the third combat table (as Ftr 7-9) the specialty mage on the second combat table (as Ftr 4-6). The normal mage hits on a 5 with his dagger and the specialty mage hits on 14 or so with his sword. He loses that fight too.

The problem is that most people have been looking at the levels rather than the EP the level represents. Level per level, the specialty mage is a little better. EP per EP, he is not.

Some people would criticize for this. However, the point was expressly made that normal mages had proven to be more competitive than specialty mages. Within a narrow range and element, the specialty mage has superiority. In the wide world, all he has is more flavor. This unique flavor, while attractive to monsters, is also what the GM has to offer in compensation for the lesser power.

NOTE—In campaigns where a normal mage needs 300,000 EP per level after 12th, a specialty mage needs 320,000.

I wish Gigi would be a little less nasty.

Steve Marsh
Monterey Pk, CA

COMMENTS ON OTHER COMMENTS

Dear Greg:

Tell Tadashi not to stop printing "mostly numerous boring commentaries by some folks who are trying hard to make a name for themselves in gaming, principally by insulting the leaders of the hobby." In your "so-called professional fantasy gaming oriented magazine," I thoroughly enjoy reading the commentary regardless of what certain well known game designers, say in the state of Wisconsin, have to say about it. Actually, *DW* seems to be geared towards dealing with some of the philosophical ramifications of gaming rather than the "I want charts ... charts ... gimme charts, 'n magic items and ... and ..." syndrome of game magazines. Keep it up.

Paul Jaquays
Jackson, MI

WHAT ARE RPGs?: OTHER VIEWS

Dear Tadashi:

I was a little surprised to read so many letters from readers who disagreed so widely on what they would include under the umbrella of RPGs. Then I remembered how hard it is for two people to be sure they mean the same thing whenever they talk about anything abstract. My memories and experiences that define "love" and "hate" are strictly internal and unique. So are those for each of us. Consequently, I feel a need to reply to the criticisms of Steve Lortz's articles and Steve Jackson's comments in his entry in "My Life and Role-Playing." Steve Lortz's prose may not equal that of an author and essayist like Aldous Huxley or George Orwell, but he is providing the very framework we need to help define just what the hell we're doing. No other magazine had made a similar contribution to the field of RPGs. Consider his piece on the dramatic aspects of RPGs: viewing an adventure as a coherent whole with plot, climax, denouement, etc., is a tremendous help to the mid-range of GMs (most of us). As a concept, it gives both focus and direction to a single encounter, evening's adventure or an entire campaign. The party of adventurers becomes more than a pack of trainable felons who vandalize, burgle, and pillage until the police or national guard arrive.

The reactions to Steve Jackson's definition are still more surprising. Wargaming, in general, invites the player to assume a persona, often one of a famous, powerful, or brilliant figure of history or myth. When you really get into a game, there's a trancendental feeling; you have assumed the mask of another human being. If you disagree, watch the players deeply involved in a game of *Squad Leader* or *Wellington's Victory*.

Steve Jackson's *Ogre* is an RPG! I have known the gut feeling of fear when facing an Ogre for the first time, of having my infantry squashed to red pulp, of having my tanks explode all over six counties. As the machine, I have known the "thrill of victory and the agony of defeat." In fact, games interest me to the extent that they are able to involve me, to drag me out of my everyday world. A game that doesn't pull me into its world isn't worth playing a second time!

At times, a game assumes an existence of its own. The player becomes not a player, but for a brief while, Napoleon, Rommel, or D'Artagnan. When the grip of the game loosens, when the real world impinges again, that special feeling is lost. But for a while, for a short while, we were another person. We were role-playing.

Glenn Williams
Lancaster, CA

Dear Tadashi,

Clint Bigglestone's role-playing article in *DW 3* points out that there is no generally agreed-upon definition of exactly what "role-playing" is, and offers a suggested approach. But Clint makes some assertions that deserve rebuttal. One is that the RPGer should be so flexible as to be able to play any kind of character, from paladin to evil high priest, equally well. I am not at all sure that this is desireable. I don't RPG in order to stretch my acting skills; I do it to indulge in the experience of living out the roles of people doing what I might like to be able to do in a different set of circumstances, without getting myself really killed off. This does not include playing out the actions of a character whose personal enthusiasms turn my stomach in real life. In my opinion, Clint's point of view on this is a valid one for only a very limited group of skilled role-players, and I think he went too far in advocating it as a general approach for all players. I think players should select their characters' personalities with a view to playing someone different from themselves, but within their personal vision.

The other is that RPG characters are only game constructs, and if "you become too attached to a character, to the point that it would emotionally affect you if something happened to that character, then get rid of that character!" Here again I think Clint goes too far. I have no interest in a character that is no more than a tiny square of cardboard, whose death or psychological mutilation is of no concern to anybody. RPG is psychodrama; your character is yourself, in a number of deep and not-fully-understood ways, regardless of the ways in which it differs from the real-world player. The excitement of the game is in surviving through trials and tribulations, and the death of a character is a real blow if you are deeply involved in the game. If you are not, why not play chess? The pieces have no personality, and can be sacrificed ruthlessly for positional advantage in chess, without missing the point of the game. But RPG characters are people, and you should hurt when they hurt, if only a little, or you aren't really playing a role, it seems to me.

This includes not only getting the character killed, but also the arbitrary changes in personality that pop up at times in the *D&D* rules, such as magical changes from good to evil alignment. Assuming that the player has the capacity of playing a character who began life as a good paladin and now has been told by the GM that he has become an assassin dedicated to killing the rest of the party for the glory of an evil god, is it reasonable to ask the player to put up with this? It simply isn't the same character any more. In my opinion, there is only a limited amount of warpage a character can take before it ceases to be fun to play, and we should not lose track of the fact that the inducement to gaming is fun. All of this revolves around my feeling that when you play a character in RPG, to a limited extent that character is you for the duration of the game, which is a very different approach than that advocated by Clint. I realize that many people enjoy the roll-em-up and kill-em-off campaign, but I personally prefer a game in which the player tries to really crawl into the character and live there for a while. Get involved.

John T. Sapienza, Jr.
Washington, DC

Different Worlds:

Most, if not all, RPGs have numbered values for various attributes. These values are used to force some variety in characters. Some games, like *Wizard/Melee* and *Bushido* are designed so that players pick both strength and corresponding weaknesses. Play-

ing a weakness can be very fun.

Characteristics are easily adaptable. For instance, the dexterity attribute in *D&D* is often divided into agility and hand coordination by GMs. *RuneQuest* adds POW to the *D&D* intelligence aspect, which not only separates magic ability from thinking (necessary when dealing with magic animals), but provides a variable beacon for other magic uses (agreeing with much literature). These are all easily adaptable to different RPG systems. More difficult is adapting skills. *John Carter, Warlord of Mars* has characteristics for swordmanship, finesse, and accuracy as attribute gains (rather than as direct skills as in *RQ*).

However, each game has the same flaw. At worse, these attributes show only difference, i.e., 9 is less than 18, these attributes show a statistical deviation such as IQ. They do not show absolute values, a person with strength 18 is not exactly twice as strong as someone with strength of 9. Dealing with only humans, this is not much of a problem. However, when comparisons are needed with animals, monsters, giants, miniature people – an absolute system of measurement is needed. We can assume that all people divide their strength the same way – back, legs, arms, etc., and the same thing for felines, rodents (very strong teeth), hyenas, etc. Developing a system may be as simple as using 3D6+50 for attributes.

Some further definition is also required in comparing attributes between species. Compare the ability to get lost for a rabbit, an idiot, and an Einstein. Maybe intelligence should be divided into intellect and common sense, or intellect, common sense, and wit.

Also, in certain stressful occasions, people have exhibited extraordinary strength. When I have worked out in very hot, very humid days, all my attributes drop down to nothing. However, a good work out as a study break is the best thing for the mind.

An article or book showing absolute attributes, and listing animals or fictional animals (showing source) would solve a lot of problems in most RPG systems.

Howard Brazee
St Louis, MO

A DIFFERENT VIEW TO A DIFFERENT VIEW

Dear Tadashi,

A word to Mr. Chilenskas: the ideas are always useful, even if the specific details are not. Nearly any list of spells, for example, will need to be doctored to fit it into a given game system, unless it happens to be written for that system. I, too, play almost no *D&D*, but you have to admit that, in raw numbers, *D&D* is one of the biggest. Therefore, it is not unreasonable to see much stuff aimed at *D&D*. We players in other, smaller game systems will just have to pay the price of our individuality and adapt *D&D* stuff. Griping really won't help.

Tom Drake
Chattanooga, TN

CLIPPINGS

Sept. 9, 1979 S.F. Sunday Examiner & Chronicle

Fantasy cult angle probed in search for computer whiz

EAST LANSING, Mich. (UPI) – Police hunting for a missing 16-year old computer whiz yesterday completed a futile search of tunnels beneath the Michigan State University campus where fantasy lovers acted out roles in a bizarre game.

But investigators said new tips indicated the youth may have attended a convention of the game-playing cult in Kenosha, Wis., and that they would contact Wisconsin authorities.

Police said the tunnel search yielded no clue to the whereabouts of James Dallas Egbert III, a computer genius with a penchant for fantasy, role-playing game "Dungeons and Dragons," which has developed cults of followers on college campuses.

Authorities said some MSU students used the steam tunnels below the school to act out the game – in which players take on roles of mythical characters and explore fantasy dungeons, doing battle with monsters and piling up treasure.

Police spent days searching the 8½ miles of tunnels but found only beer cans and graffiti.

"We had a bunch of (police) teams in the tunnels and we found nothing," said Capt. Ferman Badgley of the Michigan State University police, who added there were no plans to further search the tunnels.

"There is something new, however," he said. "We have received several tips that he (Egbert) may have been seen at a convention in Kenosha, Wis., after he disappeared. It's nothing definite – merely a possibility – but we will be contacting Wisconsin authorities."

The convention was held Aug. 16-19, Badgley said.

Egbert, of Dayton, Ohio, disappeared from the MSU campus Aug. 15, leaving behind a bulletin board with 38 thumbtacks and a purported suicide note saying his body should be cremated if discovered.

The authenticity of the note, however, was suspect. State police experts were called in to further examine the note and compare it with samples of Egbert's handwriting.

Investigators said Egbert may have been drawn into a real-life variant of Dungeons and Dragons and disappeared during the game.

Badgley also said police were not ruling out the possibility that Egbert was a victim of foul play.

The Tribune Fri., Sept. 14, 1979

College fantasy game victim recovered alive

Associated Press

Desoto, Texas – A 16-year-old college student who had been feared dead because of his involvement in an intellectual fantasy game was reunited with his family today, said the private detective who found him.

William Dear said he turned James Dallas Egbert III over to his parents but would not disclose their location.

Dear said at a news conference last night at his palatial estate at this Dallas suburb that he had located the boy after three emotional phone calls.

Dear, hired by Egbert's family, said the teen-ager's disappearance was not related to the game "Dungeons and Dragons" but refused to say where the boy was found or what he had been doing since he disappeared from Michigan State University on Aug. 15.

Dear said he was unable to develop any concrete leads to the sophomore computer science student's whereabouts until he got three phone calls early yesterday. "I was able to talk to the boy. He was crying intermittently and a man in the background was telling him 'Cool it, man cool it,' " said Dear.

The detective said no kidnapping was involved in the disappearance. However, he refused to say if the boy had been held against his will. Dear said an individual he declined to identify asked for a written guarantee that there would be no prosecution in the case. Dear said he did not accede to the request and instead made other arrangements to pick up the boy.

However, he added there would be no charges filed by him or the family, and explained there are no criminal statutes that would apply.

WILLIAM DEAR

"When I picked up the boy, that ended it," Dear told reporters at his home in this Dallas suburb. "The boy's been through a tremendous ordeal. We hope that this thing will end fairly quickly so the boy can get well and regain a normal life."

by GIGI D'ARN

Dear Tadashi:

The big news locally is that a movie is planned about that teenager who was missing from Michigan State U. during GENCON (who's since been found, of course). Producers HAL LANDERS and BOBBY ROBERTS want to get TATUM O'NEAL and ROBBIE BENSON to star in their $6 million movie to be titled *Dungeons & Dragons*! Don't think there are any signatures yet, but watch your *Variety*. In partnership with SKIP STELOFF's Heritage Productions, they will film it this spring. There! – that's a nice Hollywood-type exclusive, don't you think?

SPI has announced a new SF&F boardgame magazine, *Ares*, to appear later this winter – bimonthly, ed. by REDMOND SIMONSEN (who I gather will no longer edit *Moves*), and will contain fiction, game articles, and a Space Capsule-format game. SPI has a good line of SF&F games, but their historical-game-oriented readership refuses to see work about them either in *S&T* or *Moves* without complaining long and loudly, hence the spin-off.

And, to thicken the plot, Baron Publishing (who do *Fire & Movement*) also are bringing out a new SF&F magazine, *Gryphon*, edited by RUDY KRAFT. This will be a SF&F version of *F&M*, completely game-oriented as far as I know, covering everybody's games as games – reviews and analysis, not fiction. There shouldn't be much competition between these magazines, because their coverage and emphasis look to be quite different – but they may chip off a bit of *The Space Gamer*'s readership. For some lonely years *TSG* was the only magazine handling SF game material regularly, now it will have to put on its track shoes. A year ago there were three magazines devoted to SF&F – *The Dragon, White Dwarf*, and *TSG* – by this spring there will be eight, counting the re-vamped *Dungeoneer*. Gigi wonders where all the writing will come from – how much can STEVE LIST do, anyway?

There has been a shake-up at Heritage Models. Rumour says JIM ODEN sold his interest in that company to a group headed by DUKE SIEGFRIED. Many lines are being dropped, including *Star Trek* (just in time for the movie) and Hinchliffe. STEVE PERRIN will be doing *Heroes of Middle Earth*. Hinchliffe, meanwhile, will be sold by Hinchliffe USA headed by CLEVE BURTON. The story goes that the buy-out was hastened by an 'only in Texas' incident. One night Duke was complaining loudly at a restaurant about the state of the company and how he would do better if he ran it. The proverbial Texas millionaire overheard the conversation and offered on the spot to put up the money. (Maybe Duke will teach me how to paint my miniatures – or maybe that millionaire will . . .)

Have you seen FGU's *Arden*? Pitiful, I think, it should at least have had a reduced map of the whole country. And how about *Saurians*? Those drawings by ED SIMBALIST will convince anyone that he should stick to rules writing.

KEN ST ANDRE's *T&T* is now in its 5th edition with LIZ DANFORTH as illustrator. *Monsters! Monsters!* is now back with FBI and will have the same system.

Another local news is that LEE GOLD is working on a feudal Japan supplement to *C&S*.

Reports that the world's thinnest book is the *Best of the Dragon* is untrue. How about *Sex in Wargaming* by Herb Barents? Would you believe *How to Design a Wargame* by the SPI staff? (Just kidding, gang.)

Gigi can't wait for WALT DISNEY's *Sleeping Beauty* to be re-released. One of my favorite fantasies.

Rumour has it that Metagaming originally rejected GREG COSTIKYAN's *Creature that Ate Sheboygen*. And there seems to have been some controversy over a project to print Metagaming errata in *Moves*. Is that a feud I hear brewing?

Greg reports that *High Fantasy* is coming along slowly (what else is new?). Other projects he's interested in is *Madmen & Magnums*, life in the streets of New York, and *The Age of Victoria*, a game on the life of a British gentleman in Parliament, India, and elsewhere. Any takers?

The *High Fantasy* title may have already been used by Twinn-K, Inc., of Indiana. They have a book advertised by that title by JEFF DILLOW touted as the ultimate adventure game. I'll believe it when I see it.

A company in New Mexico may have unwittingly stolen a game design. LOU ZOCCHI is looking into this and will be brought up in the Game Manufacturers Association meeting at WINTERCON.

And why is Gary Gygax copyrighting his name?

Rumour reports that FRIEDRICH G. HELFFERICH and ROGER MacGOWAN is trying to buy out *F&M* from Baron. But why would Baron want to sell a winner?

Isn't it funny how the readers of *F&M* reacted when they printed an illo of a girl with bare breasts? I wonder how *DW* will fare? Dreaded ni**les!

Have you ever heard of a California company named Bedlam Games who's working on an Aesop's Fables game?

PAUL JAQUAYS has reported that he's resigning from Judges Guild and will be going freelance. Anyone wanting his services can contact him at 495 Hickory Ct (Apt 3-B), Jackson, MI 49203. Good luck, Paul!

That eclectic publication, *The History of Wargaming Quarterly*, will cease publication. The editor, GEORGE PHILLIES, moans of the lack of in-depth articles on strategies and variants to make it worthwhile. The end of another wargaming institution.

The joke around here is that *AD&D DMs Guide* is what Hamlet was reading when Polonius asked "What are you reading my lord?" Actually, I personally liked it. It answered a lot of questions I

GOSSIP

had. The organization was a bit erratic though. I'm sure you'll be getting a more in-depth review so I'll stop here before I get in trouble.

Just in case you haven't heard, here are the winners of the *Fifth Annual Strategists Club Awards* presented at GENCON XII:

Game	*Gamma World* and *Source of the Nile* (a tie!)
Game Design	*Source of the Nile*
Miniatures Rules	*RuneQuest*
Miniature Figure Line	*Fantasy Collectors Series* (Ral Partha)
Wargaming Publication	*The Dragon*

Congrats all!

News from the trade is that M. A. R. BARKER's *Empire of the Petal Throne* will be now published by LOU ZOCCHI's Gamescience. Rumour reports that MAR is submitting a brand new draft!

Rumour also reports DAVE ARNESON's *Adventures in Fantasy* has been privately financed and has reportedly been typeset and is in preparation for publication. It will be initially distributed by Excalibre Games.

And who was that wearing an "I survived SPI" T-shirt at GENCON?

Love,

Gigi

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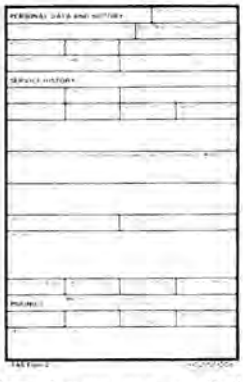

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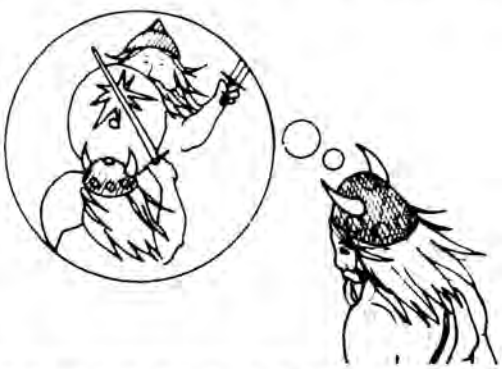

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